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...but I knew that the seal was set by Togra himself - just before he left the earth, just before the hopes for a new age of unity for all people were buried under the boot of oppression. And now in these dark times we discover ourselves divided - by war, by hunger, and by the grasping fists of the JDA, which pull us ever deeper into a rising tide of blood. We need a sign from Togra - a banner around which we can unite...

- Diary of Sprawl Council Leader Ren Ordic

GENERAL MINIMUM SYSTEM REQUIREMENTS

OS:	US English Language version of Windows® 95 or Windows® 98
Direct X:	DirectX 7.0A required (included)
CPU:	Pentium® II 233
RAM:	64 MB
Hard Drive Space:	550 MB plus 100 MB for Windows Swap File
2D Video:	100% DX7a compliant 4 MB 2D card (or 2D capable 3D card*) and Drivers
3D Video:	100% DX7a compliant 3D card and Drivers **
Sound:	100% DX7a compliant true 16 bit sound card and Drivers
CD-ROM:	100% Windows 95/98-compatible Quad Speed (600 K/sec sustained transfer rate) and Drivers
Input:	100% Windows 95/98-compatible mouse or trackball and drivers 100% Windows 95/98-compatible keyboard

MULTIPLAYER MINIMUM SYSTEM REQUIREMENTS

Connection Type:	Internet (TCP/IP) and LAN (TCP/IP) play supported
MODEM:	Internet play requires a 100% Windows 95/98-compatible 28.8 Kbps (or faster) modem and drivers
Network Interface Card:	LAN play (and high-speed Internet play over DSL and cable modems) requires a 100% Windows 95/98-compatible network interface card and drivers

Supported Chipsets for Windows 95/98:***

3DFx Banshee	3DFx Voodoo 3	Matrox G200	NVIDIA TnT	NVIDIA GeForce
3DFx Voodoo 2	ATI Rage 128	Matrox G400	NVIDIA TnT2	NVIDIA GeForce 2

* Some 3D cards do not have refined 2D capabilities. Your 3D card may meet this requirement without the need for additional hardware. Please contact your 3D card manufacturer for further information on your card's capabilities.

** 3D Accelerator Card Required. A 100% DirectX 7.0a (or higher) compliant 3D video card and driver with z-buffering capability is Required to play Dark Reign 2. Dark Reign 2 uses Microsoft's Direct 3D to support 3D hardware acceleration. It has been tested on many, but not all of the major cards incorporating the chipsets listed above. Some 3D accelerator card brands utilizing the chipsets whose names appear on this box may not be fully compatible with the 3D acceleration features utilized by Dark Reign 2. For a list of cards and drivers that have been tested, please visit <http://www.activision.com>

*** Some, but not all of the cards with the chipsets listed above have been tested on Windows 2000. For Windows 2000 3D Support, please refer to your hardware manufacturer for 100% Direct X 7.0a (Direct 3D) compliant Windows 2000 drivers.

INSTALLING DARK REIGN 2

INSTALL DIRECTIONS

- To install *Dark Reign 2*, insert the game CD into your CD-ROM drive.
- If AutoPlay is enabled, the installer splash screen should appear.
- When the installer splash screen appears, click on the Install Dark Reign 2 button.
- For online help, click the Help button. For Electronic Registration, previews, and extras, click the More button.
- Reinstall Dark Reign 2 Button – Should your copy of *Dark Reign 2* be accidentally deleted from your hard drive, the "Install Dark Reign 2" option will remain grayed out in the installer splash screen. In this case, you can reinstall using this option.
- Uninstall Dark Reign 2 Shortcut – If you wish to remove *Dark Reign 2* from your hard drive, you should always use this shortcut from the Start Menu. This option will remove all game files except your saved games, screen shots, and personal settings.

Note: You can return to the splash screen any time without affecting your installed game.

AUTOPLAY

If the Dark Reign 2 splash screen does not appear, try performing the following steps:

1. Double-click on the My Computer icon on your desktop, or right-click on the icon and choose the Open option.
2. Select the Refresh option located in the View pull-down menu.
3. Double-click on the Dark Reign 2 CD icon in the window or right-click on the icon and choose the AutoPlay option.
4. After the Dark Reign 2 title screen appears, click on the Install button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows 95/98. To verify this, perform the following steps:
 - a. Open the Windows 95/98 Control Panel folder and double-click on the System icon.
 - b. Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 95/98, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

3. Windows 95/98 may not be setup to autoplay CDs. To check, perform the following steps:
 - a. Open the Windows 95/98 Control Panel folder and double-click on the System icon.
 - b. Click on the Device Manager tab. Click on the plus sign next to CDROM, select your CD-ROM and choose Properties.
 - c. Click on the Settings tab. Insert a check mark in the box to the left of the Auto Insert Notification and select OK.
4. If autoplay still does not work, please try the following:
 - a. Double-click on Setup.exe at the root level of the CD, or
 - b. Go to Run... in your Start menu and type d:\Setup.exe (substitute your CD-ROM's drive letter if different from "d:")

DIRECTX 7A

During the Dark Reign 2 setup, the install process will determine if Microsoft DirectX needs to be installed on your computer. If so, the Microsoft DirectX setup program will install the appropriate files on your computer. See the online Dark Reign 2 Technical Help file for additional information.

Q. What is DirectX 7a and why do I need it?

- A. Microsoft's DirectX 7a is a set of functions which gives Windows 95/98 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95 games.

Q. If I don't install DirectX 7a when I install the game, can I install it later?

- A. Yes. You will need to manually install it. To do so, use the following instructions:
1. Place the disc in the CD-ROM drive and exit from any autoplay screens.
 2. Double-click on My Computer.
 3. Right-click on your CD-ROM drive and choose Install DirectX.
 4. Follow the installation process. When DirectX installation finishes, you will need to restart your computer for the new drivers to work.

Q. I already have other Windows 95/98 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

- A. If you already have other Windows 95/98 games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 7a. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 7a installed on your computer, the Microsoft DirectX 7a installer will detect it and not overwrite any DirectX 7a files. You may not need to restart your computer after installation in order to run *Dark Reign 2*.



STORY

Memory and expectation—past and future, that which was and that which yet may be—these things are not diametrically opposed, either in concept or in reality, as we often believe them to be. They are but two faces of a single coin, one whose mold is forever unfixed. The past is no more certain than the future; each yields to the vagaries of perception. And so never doubt: that which will be had its genesis in that which was... and vice versa.

- **Alpheus Togra**

Meditations from First Principles, 2381

I have always been here. And I watch.

Once I had a name, but I cannot remember it now—the way of things, perhaps, when one spends years, decades, in silence, without the company of one's fellow man. If one can call him that.

Once I too was a man. A man of strength, of honor. A leader of other men. I cast a long shadow in the harsh glare of the searing sun, my body girded with iron and steel, my mind bathed in pride, the shape of an eagle etched in silver on my chest. I seemed to other eyes as a walking god, and so I saw myself. After a time. For a time.

Once I believed, and I listened, and I obeyed. I was told I was a soldier for truth and order, and so I saw myself. I watched those who were weaker flee in fear as I approached, and I told myself it was my very righteousness they feared. And I believed, and they obeyed, or they died. I told myself it was justice.

And then a day came when I was given a new directive... Ah, well; this was many, many years ago—ancient history, one might say. And, in all honesty, these days I view my remembrances as through a smoky glass. The details fade into the distance. The greater truth remains, undimmed. Accusing me. Always accusing me.

We make our choices, and we must accept the consequences. I think it was Togra who said that.

As regards my own choices, I struggled for a time to redeem them... and then, when the time came, I vanished, to live out my waning days in self-imposed exile. I wished to complete my penance in solitude. I also suspected I would be more potent as a myth than as a man. I was right.

Garvey. That was my name. Now I remember. Though—later on—they called me Judas. A mark that I handed down to my brothers, and to my sons. Judas. Betrayer...

And so I disappeared into the mountains, to watch from afar while my ancient warrior bones slowly crumbled. But as it turns out, my expectations of imminent mortality were wickedly subverted: weary though I may be, my mortal coil shows few signs of being shuffled off any time soon.

But do not be deceived. Once I was a man—a god, perhaps—but now I am only a ghost, in all but name. Nothing more. Each moment stretches into the next, and reaches back to the last; there are no endings, nor beginnings, but only a single time, indivisible, unborn and undying.

I have always been here. And I watch.

I have watched as the Earth, this home I love, has been ravaged. Ravaged by war. Ravaged by unchecked population growth. Ravaged by squanderous waste of the few precious natural resources she has left to give, by governments, corporations, and consumers who devour her and spit out her bones. Ravaged—this above all—by power-mad governmental mandarins who take the work of terraforming scientists and attempt to use it to redress the terrible damage to the Earth which their own policies have wrought.

How could Terra require terraforming? Who could conceive such a thing?

Certainly not the Exploratory Corps, miscreants with suspended sentences who were taught which buttons to push and hurled off to the cosmic frontier. (They taught themselves more—much more—during their compulsory voyages of colonization.) And not the learned men of science who gave them the technology they needed to succeed: the machines, the enormous geo-sonic verberators which caused spontaneous eruptions of the new silicon-based isotope they called Taelon. No. The men who made the choice—to pound this cheap new energy source out of the Earth's crust with no thought of what such a seismic trauma might do to their own biosphere—these were the same men who always make such myopic, fateful choices.

The bureaucrats.

I have watched a collection of glorified prison guards transform itself into the mightiest and most feared law enforcement and ruling body this system has ever known. The Jovian Detention Authority. Success story of the third millennium. Don't speak to me of the Global Commonwealth; those gray-haired fools have long since surrendered all authority to their power-mad creation. They are puppets, and nowadays hardly even that. The servant is the master now.

I have watched the JDA spearhead the building of the Domes—shining, hemispherical refutations of thousands of years of painstaking social progress. (Or, to a more cynical eye, the confirmation of the lack thereof.) You are wealthy, beautiful, powerful? Enter the enclave and enjoy the fruits of your innate superiority. You are poor, unfed, unhoused, undesirable? Consider yourself consigned to Hell on Earth. And beyond it; never believe for a moment that the colonization missions of the Exploratory Corps have been anything but a search for haven worlds to which the Terran elite can escape, ultimately to leave the scum of the Earth to their own, filthy, self-destructive devices. Ah, the irony of it: prisoners sent to find a life of eternal luxury for their jailers—a life which the prisoners themselves are never to know. Brilliant. Edward Dalen is a genius.

And what of the Sprawls, you say—what of the teeming, unwashed masses whom Dalen would leave behind? Surely there are more, many more, outside the Domes than inside. Why have the Sprawlers not risen up and shaken off the shackles of their would-be masters? Why have they not taken what is rightfully theirs?

Have you ever seen two Sprawlers agree on anything?

Yes, the Sprawlers outnumber those inside the Domes by a factor of several hundred. But historically they have been anything but cohesive. Rumblers, Go-Go's, Fiends, Voodun... Countless gang factions, far too busy scuffling with each other to even contemplate standing together against Dalen. And never forget, Dalen has the JDA: Guardians, Enforcers, Castigars, a virtually limitless supply of warships and weapons. He sees Sprawlers as animals, incapable of working in concert. For all I know, he may be right. I have seen little evidence to the contrary, their stumbling attempts at a "Sprawl Council" notwithstanding.

And just to be certain, the JDA has stamped its bootprint on the Sprawls. Divided them up into Precincts, and established Command Centers, and generally made a show of acting as if it actually controls them. And every so often JDA troops are ordered down into the Sprawls to get their gloves muddy on Roundup detail, flushing out subversives and agitators and snot-nosed children and anyone else they can find. The malefactors are funneled into holding vehicles, taken to detention camps, beaten, interrogated, and then piled into the cargo hold of an interplanetary projectile, injected with drugs and put into narco-freeze, to be re-animated on landing and ushered into one of the JDA's plush incarceration facilities on the beautiful moons of Jupiter. If they are fortunate, they will eventually be impressed into service in the Exploratory Corps, in which case they go back into the cargo hold for more narco-sleep, and next stop Alpha Centauri; if not, they can look forward to a long life of work on Io or Ganymede, on underground mining crews in sub-zero conditions—assuming, that is, that the guards or the gangs or the malnutrition or the climate do not end their pitiful existence sooner rather than later. Which they usually do. Either way, a Sprawler, once taken, is never seen again.

Yes, I have watched the Sprawls. And, time and time again, I have seen them sabotage their own potential strength through bickering, through fear, through the ephemeral amnesia of drink and drugs intended not to free the senses but to numb them. I have watched the Sprawls, and I know that their most potent foes are themselves. If united, they could be a force the likes of which this weary planet has never seen. If.

I have watched my own sons and brothers, the Judas, cast-out Castigars, errant knights in quest of redemption, as they have taken to the thin cover of Bone Valley, to lick their wounds and ponder just how to reconcile the warring impulses within them. I empathize. I was their Abraham—and their Moses too, knowing full well that I would never in my lifetime see that land to which I hoped to lead them.

And—perhaps most intriguingly—I have watched the followers of Alpheus Togra, who turned the pain of their abandonment into a religious and scientific quest of astounding depth and commitment. They revere the research data their vanished avatar left behind, even as they cannot comprehend it; they guard his two laboratories, the labyrinth beneath Deyssa Sprawl and the mountain shrine which Togra himself is said to have sealed shut forever. They pray fervently for the portentous events, no doubt of galaxy-shaking magnitude, which they are so certain will follow a successful attempt to enter the sealed mountain lab—an obsession which has only convinced Dalen and the JDA that the shrine must be concealing some technological marvel. I know nothing of any such secret. I know only that the fervor of the Tograns surpasses any allegiance I have ever witnessed—that of JDA soldiers most certainly included. Misguided they may be; irrelevant they most certainly are not. Were I Edward Dalen, I would be very, very concerned.

Which way the wind will finally blow in the coming storm—whose resolve will crumble, whose grip will prove the strongest—that I cannot guess. I would be a fool to try. And though I once did have a name, the day is long since past when its mention caused a Rumbler's voice to silence or a Guardian's mouth to go dry. I cannot influence events now, even were I to wish it so. Which, in candor, I do not.

But one thing I can do—I want to do. Call it a guilty man's final act of penance.

I can bear witness. I will see all that which yet is to unfold, and mark it, in my mind if nowhere else.

I have always been here.

And I watch.

GAMEPLAY

COPY PROTECTION

The first time you run *Dark Reign 2*, you will be prompted to enter your CD-key. The number is located on your game's CD jewel case. You must enter this Key before you can play *Dark Reign 2*. For your own protection, do not give out your CD-key to anyone.

In addition, you must have the game CD in your CD-Rom drive to:

- Play campaigns
- Play Instant Action
- Host a LAN game

You do NOT need the game CD in your drive to:

- Host a WON game
- Join a WON game
- Join a LAN game

MAIN MENU

LOGIN SCREEN

This is where you create your player profiles. Click on "Create" to make a profile. Highlight the name you wish to log in under, then click "Login." "Delete" will delete a user profile. "Quit" will exit the game.

CAMPAIGN

Choose this option to play the Single Player campaigns in *Dark Reign 2*. You will have the option of starting a new campaign as either the JDA or the Sprawlers.

MULTI-PLAYER

Choose this option to play *Dark Reign 2* over a Local Area Network or on the Internet. For more information on *Dark Reign 2* multiplayer see page 37.

INSTANT ACTION

Choose this option if you would like to play against up to seven computer opponents. You have the ability to select the difficulty and the personality of all of the computer opponents. The setup for an Instant Action game works the same as for a multiplayer game except that you will not need to be connected to a LAN or the Internet in order to play.



LOAD MISSION

Choose this option to load a previously saved game.

OPTIONS

Choose this option to set up your video, sound, and gameplay options.

CREDITS

Choose this option to see all the fine people who brought you *Dark Reign 2*.

LOGOUT

Choose this option to Logout the current user and return to the Login Screen.

QUIT

Select this option if you would like to leave *Dark Reign 2* and return to Windows. Choose wisely.

GAME CONTROLS

INTERFACE

The **Dark Reign 2** interface is composed of several elements: the Game Window, the Minimap, the Infogroup, the Squad Manager, the Building Manager, the Unit/Building Context Menu, and the Options Menu.



THE GAME WINDOW

The Game Window is your view on the world of *Dark Reign 2*. Within this window you can control all of your units, telling them where to go and what to do.

MOVING AROUND THE WORLD

Assuming no unit or building has been selected, you will see a standard arrow cursor. This is your "Selection" cursor. If you move the cursor to any edge of the screen your window's field of view will scroll in that direction as well.

You can move around the world more quickly using either of two options. Holding the right mouse button down as you move the mouse will allow you to turbo-scroll around the terrain at super-speed. To be "transported" to another place instantly, find the place you'd like to go to on the Minimap, and left-click on it (be sure you have no units currently selected). Also, during a battle you can be transported to the battle scene instantly by pressing the space bar.

SELECTING AND MOVING UNITS

When you place the cursor over a unit, the cursor will highlight and the unit's status bar will appear below the unit. Left-click on the unit to select it.

With a unit selected, move the cursor around the Game Window; you will see a "Move" cursor over areas that the unit can move to. Choose a spot, then left-click; the unit will report that your orders were received and then hurry over to that spot. If you mouse over an area the unit can't access (a steep hill, for instance), the cursor will become a "Can't Move" cursor. (If you are uncertain of a unit's identity, simply place the cursor over the unit for a moment; a label will appear above the unit, indicating its type.)

To deselect a unit or group of units, right-click anywhere on the screen.

TARGETING AND ATTACKING

In addition, just above the Minimap, you will notice three small buttons. From left to right, they are Attack, Move and Attack, and Stop. You can use these to further control your units. Clicking Attack and then a target will force the selected unit to attack that target, whether it is friend or foe. Units on Move and Attack orders will travel to the designated location. If they encounter enemy units, they will stop and

engage them and then resume their course to their original destination. Stop will make the selected units stop immediately.

GROUPING UNITS

Often you may find you want to select more than one unit at a time. To do this, left-click next to a group of units and, while holding down the left mouse button, move the cursor diagonally to draw around the box around them. Release the button, and the units are selected. All units in that group will then respond to any move or attack command you give.

You can keep units grouped for quick and easy selection by using the Squad Manager. For more information, see “Squad Manager” on page 16.

UNIT STATUS

The physical condition of each unit is measured by its health status bar. To check on the status of a particular unit, left-click on the unit; the health status bar will appear below it. A green status bar means the unit is in good health. As the unit is damaged, its status bar decreases in size and changes color from green to yellow to red.

Note: Several JDA units have a blue health bar, indicating that the unit has regenerating armor. Regenerating armor will take any damage first and will slowly build back up to full health when not under attack. As the armor is taking damage you will see the bar shrink and the color go from a light blue to a dark blue. If the bar shrinks too far, the armor is destroyed; at that point the unit itself will begin to take damage.

LINE OF SIGHT, SHROUD, AND THE FOG OF WAR

Each unit can only see a limited area in its own immediate vicinity. This area is called “line of sight.” A unit’s line of sight is affected by the elevation of the terrain around it and any object (for instance, buildings) that may be in its way. As a general rule, the higher a unit’s elevation is, the more of the surrounding terrain it will be able to see.

When you start a mission, you will only be able to see a portion of the map. Unexplored regions will appear black. This is called the “shroud.” As you send units out to explore, the areas of the map into which they move will become visible, both in your window and on the Minimap (see next section).

Regions that have been explored but are not currently in the line of sight of any unit will appear grayed out both in your window and on the Minimap. This is known as the “fog of war.” Any terrain features will continue to appear as they did when they were last in a unit’s line of sight, but you will not be able to see any objects or enemy units.

MINIMAP

The Minimap is your battle map and provides a miniature view of the entire battlefield. It appears in the bottom right of the screen as long as you have a functioning Command Center and a sufficient power supply. This allows you to move efficiently to control your forces once your domain has expanded beyond the area seen within the Game Window, and to simultaneously track the movement of your units and those of your opponent in far-flung areas of the battlefield.

You will see a small representation of the current camera position on the Minimap at all times; the glowing green area next to it represents the area currently visible in your Game Window, as well as which direction the camera is facing. The locations of your buildings and units, and your opponents’ buildings and units, are displayed on the Minimap as dots and triangles of the appropriate colors.

With no units selected, left-click on any point on the Minimap and your Game Window view will shift to that location. To move units or groups of units using the Minimap, select them and then left-click on the desired destination on the Minimap.



INFOGROUP WINDOW

This window is located in the top right corner of your screen, and tracks important information about your current status. Along the right side is a slider bar which represents your current power output (see Power for a description of how this slider works in relationship to your current output and usage).

Just to the left of the power indicator is a small vertical bar. This represents your unit limit. As you build, the bar will rise. When the bar becomes full you have reached the unit limit and will be unable to build anything more. See the section titled “Unit Limit” for more information.

To the left of the unit limit indicator is a semicircular window which shows the current Time of Day. Full sun equals midday, and full darkness means midnight; a split indicates dawn or dusk. This window is inactive if Time of Day is unimportant in a mission (for example, an indoor mission).

Above the Time of Day window is the Taelon window, which shows the current amount of Taelon you have collected. Taelon is an energy source about whose origins more can be found in the story (page 7) and in *Dark Reign*. See the Resources section of this manual to see how Taelon is collected and used.



To the left of the Time of Day window is an icon for the Waypoints Menu. Clicking on this icon will bring up the Waypoints Menu, along with any waypoints currently placed in the world. For more information on how to use waypoints see the Waypoints section in this manual on page 29.

To the left of the Infogroup window is the Objectives window. During the single player campaigns, this window will always display your current objectives in the mission. To toggle the window, click the small button in the upper-left corner of the Infogroup window. You can also press the "O" key on your keyboard.

SQUAD MANAGER

Along the bottom right-hand corner of your screen you will see a row of icons. This is your Squad Manager. The Squad Manager is a visual representation of any squads you have created in the game.



You can keep units grouped for quick and easy selection as follows: select the group as outlined above, hold down the Control key, then press a number, 1-5. The selected units will be grouped under that number—and their "squad" will be shown on the Squad Manager bar (lower-right corner of your screen). Once you have formed a squad, you can re-select it at any time by left-single-clicking on its icon on the Squad Manager bar (in your Game Window, you will see all its units highlight and show their health status bars). Left-double-clicking the icon will not only select the squad, but also shift the field of view to center on the squad itself.

Note: You may group your units into 10 squads using the 1-0 keys, but only squads 1-5 will be available through the Squad Manager. To access squads 6-0, simply press the corresponding number key on your keyboard.

The Squad Manager contains five large squad icons, each representing one of your first five potential squads. In each squad icon, the row of small bars on the right side shows the number of units in the squad (the color of each bar indicates that unit's health). This only indicates one through eight units, or greater than eight as in squad one in the image above. On the left side is another, smaller icon which represents the squad's current action (idle, moving, or attacking). Thus, by glancing at the Squad Manager you can quickly check the status of all your squads.

Units in a squad will always try to stay together, and will communicate with each other to work as a team.

BUILDING MANAGER

The Building Manager is a visual representation of all buildings that can construct other units or buildings. For example, a Command Center has the ability to build new Construction Rigs—so once you have built a Command Center, the Command Center icon will appear on the Building Manager.



Along the top of each building's icon on the Building Manager is a bar which displays the current health status of the building. The Building Manager will also show you if a building is currently at work constructing units, and, if so, how many units are in the queue awaiting construction.

You can select any building by left-clicking once on its icon in the Building Manager. This will bring up the building's Build Menu. By doing this you can order a specific building to begin constructing a unit without having to go back to the building itself.

If you double-click on a building icon in the Building Manager, your Game Window's field of view will shift to center on the building you have clicked on.

TIP: Use the Building Manager to set rally points and then build up troops without having to move back to the base.

UNIT/BUILDING CONTEXT MENU

Whenever you select a unit or structure, a menu will appear just above the Minimap which lists the options currently available to that unit. These options will vary but could include:

FOR UNITS:

Collect Resource — This will enable you to order a Collector to a specific patch of Taelon. This option will only appear when you have a Collector selected.

Explore — This will order your unit or units to explore the map. This option will appear with any unit selected.

Guard — This will order your units to follow and protect a selected unit (or building). First select any unit or units you want to be the guards, click on the guard button, then select the unit, or building, you want them to safeguard. This option will appear with any unit selected.

Leave Squad — This will kick out the selected unit or units from one of your squads. This option will appear with any unit selected.



Restore – If a unit is damaged or expends ammunition (air units), you will see the button to 'Restore.' This will enable you to order your units to return to the nearest repair or air tower. It is only active when an appropriate station is available. This option will appear any time a damaged unit or a unit needing ammo is selected.

Self Destruct – This will enable you to blow up a unit and possibly damage other friends or foes in the area. Only Collectors and the Juggernaut have this option when selected.

Store Resource – This will enable you to order a Collector to deliver Taelon to a Refinery. This option will only appear when you have a Collector selected.

Unload Cargo – This will enable you to order a transport or teleport to release your units. This will only appear for selected Air Barge and Telepads with stored infantry.

FOR STRUCTURES:

Eject Spy – If a spy unit has infiltrated a selected building, this option will enable you to kick them out. This option will only appear for infiltrated structures.

Pause – This option will halt the building or upgrading of a facility. This will only appear when the selected building is being constructed.

Power Down – This will enable you to save energy by turning off the power to inactive buildings. This option will appear for any structure that is receiving energy.

Power Up – This will enable you to re-activate a building you have powered down. This option will appear for any structure that is not receiving energy.

Recycle – This will enable you to sell a building. You will only receive a portion of what it originally cost. This option will appear for any selected building.

Set Rally – This will enable you to order your newly constructed units to a specific point. You could select a barracks and then set a rally point to a spot near a large battle. Until the rally point is changed, any new units built by the barracks will run to that point. This option will appear for any selected building that constructs units.

Unpause – This option will resume construction of a paused building (see above). This option will appear for any paused selected building.

Upgrade – This option will appear for any building that has the potential to be upgraded. The button will not be active until all the prerequisites for the upgrade have been completed.

If you click on a Construction Rig or on a building that can build (such as a Precinct or a Motorpool), a Build Menu will appear on the left side of your screen. For more information on base building and unit construction see this section on page 21 of this manual.

COMMS MENU

This menu relates to multiplayer functions and is only available during a multiplayer game. Access the Comms Menu by pressing the button to the lower-left of the Minimap.

In this menu you can:

- View a list of players in the game.
- Chat with those in the game.
- Set the default chat channel.
- Give an ally units and Taelon.
- Set map markers.



To chat with other players, type your message in the message window at the bottom of the Comms Menu and press enter. You can select who receives the message by clicking on the box to the left of the message window. You can select All (everyone will see the message), Team (only teammates will see the message), or Allies (all allies will see the message). After you choose a chat channel it will remain on that channel until you change it.

To give an ally units, select the units you wish to give, then open the Comms Menu. Select the person you wish to give the units to (you will see a pull-down box). Then press "Give Units."

To give an ally Taelon, open the Comms Menu. You will see a box with a "0" in it. Type in the amount you wish to give. Select the player you wish to give the Taelon to from the pull-down box. Select "Give Resource."

To set a field flag marker, open the Comms Menu. Click the SelectFlag (SetF) button. Then click on the terrain where you wish to place a marker. All teammates and allies will be able to see the marker. You may only lay one marker at a time. To clear the marker open the Comms Menu and click the ClearFlag (ClrF) button.

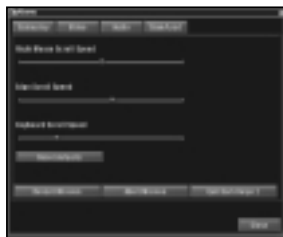
ORDERS MENU

Access the Orders Menu by pressing the hand button on the upper-right side of the Minimap. Here you can set the behaviors of individual units. To change a unit's settings, select the unit (or units), then open the Orders Menu. You can select the following behavior types: Scout, Defender, Skirmisher, Warrior, Terminator, and Auto Repair (see "Unit Behaviors" for more info).



OPTIONS MENU

While playing the game you can access the Options Menu by clicking on the triangular button with lines to the lower-right of the Minimap, or by hitting the Escape key. This will bring up an Options Menu which allows you to load/save your game, set gameplay/video/audio options, restart a mission, abort a mission and return to the main shell or exit *Dark Reign 2* and return to Windows.



GAMEPLAY

The Gameplay options menu allows you to adjust the rate at which your camera moves about in the world. In the unfortunate event that you must stop playing *Dark Reign 2* and return to the real world, you may also exit from this screen. Any settings you make here are saved when you exit.

Right Mouse Scroll Speed

Sets the speed at which the camera moves when right mouse scrolling

Edge Scroll Speed

Sets the speed at which the camera moves when edge scrolling

Keyboard Scroll Speed

Sets the speed at which the camera moves when arrow-key scrolling

Reset Defaults

Sets the defaults to their state when you first installed *Dark Reign 2*.

Restart Mission

This allows you to turn back time and begin a mission again.

Abort Mission

This allows you to return to the shell to access other portions of *Dark Reign 2*.

Quit Dark Reign 2

Something you will never want to press!

VIDEO

The Video options allow you to adjust the graphical settings of the game. The most commonly used functions are:

Video Card

Selects your primary video card from those available.

Resolution Window

Allows you to set the display resolution based on your video card

Detail Settings

Allows you to change the level of graphical details in the game

You may toggle other display features (such as mirrored water) as well. Hold your mouse cursor over a button to display a tool tip explanation of each feature. These settings are saved when you exit the menu. You may also run *Dark Reign 2* in windowed mode from this menu. To return to full-screen, click off the "Win" button in this menu.

AUDIO

The volume levels for *Dark Reign 2*'s glorious sounds are set in the Audio options menu.

Digital Master Volume

Sets the volume of sound effects

Speech Volume

Sets the volume of game messages

CD Music Volume

Sets the volume of CD music

Enable CD Audio

Plays music from a CD in your CD-ROM drive

MULTIPLAYER

Although most users will not need to alter the defaults, advanced users may modify them if they wish to host games from behind firewalls or connection sharing mechanisms. Refer to the Technical help readme file for more information.

ADDONS

Dark Reign 2 supports additional mods and add-on's created by other players. Please consult the readme.txt file for more information on this. Neither Pandemic Studios, LLC, nor Activision support these addons.

Available Addons

Displays any available addons

Current Addons

Displays any addons currently in use

PLAYING DARK REIGN 2

This section outlines many features of *Dark Reign 2*, including building your base, collecting resources, and setting individual behavior settings for each of your units.

BUILDING STRUCTURES

In most missions, you will want to build a base to support and protect your war machine. Structures are built by individual Construction Rigs. To start the building process, left-click on a Construction Rig unit on the map; the buildings available for construction will be shown in the Build Menu above the Building Manager. (Building types that are not yet available will be shaded over in red.) If you hold the mouse cursor over one, a text cue will appear informing you what prerequisite structures must be completed before this building can be constructed (for instance, in the JDA campaign to build a Motorpool you must first build a Command Center).

To select the available building type you wish to construct, left-click on that structure in the Build Menu. An image of the building will now appear on your cursor as you scroll back over the Game Window. You may designate any flat, unobstructed area of the map as your building site by left-clicking on the desired spot (areas unsuitable for building include sloping hillsides or over terrain features such as trees or boulders; when you scroll over these with your building cursor, it will turn red). You may use the < and > keys to rotate the orientation of the building. This must be done before you actually click on the terrain to give the order.

Once you have left-clicked on the desired spot, the selected Construction Rig will confirm your choice verbally, move to the site, and begin building. Once given, you may cancel a construction order before building begins by selecting the Rig and left-clicking anywhere on the map. Buildings are not operational until they are completed. Left-clicking on the building under construction brings up a status bar indicating the progress of the job. You may pause a building's construction by selecting that building, and then selecting "Pause" from the Building Context Menu, which will appear above the Minimap. When you wish construction to resume, select the building again, and then select "Unpause" from the Building Context Menu.

BUILDING UNITS

Once you have constructed one or two basic buildings, you can begin to manufacture units and wage war against your opponent. The first thing to build is a Command Center; with this you can make Construction Rigs, which can in turn construct other buildings.

To generate infantry you will want to then build a Barracks (Sprawlers) or a Precinct (JDA). (Keep in mind that some specialized units won't become available until you "upgrade" these buildings; see below.) Once your Barracks or Precinct is complete, left-click on the structure; the units available for building will appear in the context menu above the Building Manager. To build a unit, simply left-click on that unit's image in the context menu. (Again, Construction Rigs will emerge from the Command Center, while

infantry will emerge from the Barracks or Precinct.) To build multiple units—one after the other—click on the desired unit's image multiple times or on a different unit's image. You can also preselect units so that as soon as the unit is available, it will be built.

To build vehicles, you will first need to construct a Garage or Motorpool. Once these structures are complete, left-click on the structure; the units available for building will appear in the context menu above the Building Manager. To build a vehicle, simply left-click on the unit's image in the context menu; the vehicle will emerge from the Garage or Motorpool.

HINT: Building speed can be severely reduced if you are low on power, so always make sure that you have enough power plants.

POWER

Another of the first structures you should build when setting up your base is a power plant, because all of your buildings need power to function.

There are two types of plants available. The first is solar, which is inexpensive but generates a very limited supply of power. When the sun goes down this production is reduced even further. (You can see how much extra power you are getting from the sun by checking the light green bar on the power bar in the interface. When the sun sets, this light green bar will disappear.)

The second type of plant is nuclear and generates a potent, constant source of energy. Though powerful, it is expensive to build.

When power is low, building production will slow down and force field walls may turn off. When power is critical, building production becomes very slow, and gun turrets will not fire.

HINT: Take out your opponent's power before attacking the rest of his base—you'll weaken his ability to quickly re-build.

FUNDING YOUR WAR MACHINE

In order to build your base and units, you will need to locate and harvest Taelon. To do this, construct a Refinery and send out your Collector to find a patch of Taelon. Once located, he will begin harvesting it until he has reached his full capacity, at which point he will return to the Refinery to empty his load.

Note that as you harvest Taelon at a given location, the supply there will shrink and eventually disappear, forcing you to move on and look for new sources. However, some Taelon deposits will regenerate as the game progresses, so from time to time you may want to return to areas you may have already harvested, to see if the Taelon has regrown.

You can change the destination of your Collectors by selecting one and then clicking on a Refinery and/or Taelon field. The Collector will then travel between those two points until the Taelon field is exhausted or you change its destination.

HINT: Control as many Taelon fields as possible. A well-funded army is a strong army.

UNIT STATUS AND REPAIRING

As discussed above, the physical condition of each unit and building is measured as "health status." To check the health status of a particular unit or building, left-click on its image on the map; a status bar will appear below it. The bar will display green as long as the unit/building's health is good, yellow if it is marginal, and red if it is poor.

There are several ways to raise the health status of a unit or building. Damaged vehicles can retreat to their repair bay, or find (or be found by) a Scaver (Sprawlers) or Psitech (JDA). As long as they are in contact with the Scaver/Psitech or on the pad at the Scaver Hut/Restoration Facility, they will then be repaired at a steady rate. You can order a group of vehicles into the repair bay, and they will enter and exit one by one as they are repaired. Infantry units are healed in the same way by their own special units or by entering their hospital. Group healing works the same way as group repair.

To repair a building, you will need to use a Scaver or a Psitech. Select the unit and mouse over the damaged building; your cursor will switch to the heal cursor. Left-click on the building, and the unit will move over to it and begin the repair job. The building will be repaired at a steady rate until it has regained full health.

RECYCLING BUILDINGS

There will be times when you will want to 'recycle' structures that you have built. Left-click on a building; its context menu will appear above the Minimap, and one of the items on the menu will be Recycle. Left-click on Recycle; the selected building will then "de-construct," and you will receive (in credits) a portion of what you paid to build it.

Like the building process, the deconstruction process is not instantaneous but will take some time. Therefore, if you are planning to get some value out of a building that is under attack and unsalvageable, you may want to start the deconstruction process early.

POWER UP/POWER DOWN

If you are running low on power, you may wish to turn off the power to one or more of your buildings and so lighten your energy load. To do this, left-click on the building you would like to power down. On the Building Context Menu you will see a Power Up/Down button; click this button and the building will power down. To restore power to buildings you have temporarily shut down, simply repeat the process. Buildings that are powered down will not function or provide line of sight.

ADVANCED FEATURES

UPGRADING BUILDINGS

Certain buildings have the ability to upgrade, and thereby manufacture new and more specialized units or allow you to construct more advanced buildings. When a building becomes upgradable, you will be alerted by a message that appears on them when they are selected. To find out the prerequisites for a building upgrade, select an upgradable building and mouse over the Upgrade button that appears on the Building Context Menu; the prerequisites will appear along with the cost. If the Upgrade button is highlighted in the menu, click it to begin the upgrade process. Note that it will take time to upgrade the building.

UNIT LIMIT

You are limited in the total amount of units and structures you can build. The Unit Limit is represented by a small vertical bar located in the Infogroup window, between the Power indicator and the Time of Day indicator. The more you build, the higher the bar will rise. When the bar is full, you have reached the unit limit and will be unable to build any new units or structures (until you are again below the limit). Note that Mojos and Airstrikes do not affect the unit limit (you will always be able to launch them), however the structures that produce them do count against the unit limit. Hold your mouse cursor over the Unit Limit bar, and it will give you a numeric value. Keep in mind that all units are not counted equally towards the unit limit. A Mastiff, for example, will raise the unit limit bar higher than a Guardian.

RALLY POINTS

Each building that constructs or heals units can have a rally point. A rally point is the position where units will move to when they exit the building. To set a rally point, select the building and then select Set Rally from the Building Context Menu. Your cursor will then switch to a rally point icon. Click on the map where you would like to set the rally point. A marker will be placed on the terrain to show where your rally point is. When you deselect the building the rally point will disappear.

Tip: You can control your units' route to a rally point by setting the rally point at the beginning of a Waypoint path. (See Waypoints)

REARMING

Some of your units will have limited ammunition. This is generally true for flying units. The amount of ammo they have is shown in the unit status bars that appear around a unit when you mouse over it or select it. When a unit is out of ammo it will automatically return to its air control tower to rearm. Once it is done rearming it will remain next to the air control tower or move to its rally point if one has been placed.

THE SPIES

Both the JDA and the Sprawlers have spies at their disposal. For the JDA, the spy is called the Shadowhand; for the Sprawlers, it's the Infiltrator. Spies can be very effective at getting line of sight on the enemy and can also be used effectively to sabotage the enemy as well. One of the main features of the spy, is its ability to disguise itself as an enemy unit. To do this, select the spy. Then mouse over any enemy infantry unit that you currently have line of sight to. You will get the disguise cursor which will allow you to look like the enemy you clicked on (note: if the enemy unit you are trying to morph into can see the spy, you will not be able to morph). Although your spy will now look like the enemy, he still acts like a spy and gains none of the functionality of the unit he is impersonating. But you now can move your spy in amongst the enemy ranks, and unless they are looking for a spy, you can go undetected and gain line of sight to his troops and base. A spy is uncovered when the enemy is told to fire at it or it is discovered by an anti-clandestine unit. For more on anti-clandestine units see the section below.

The spy can also sabotage the enemy. He has three methods of sabotage. If you get the spy into the enemy Command Center you will gain line of sight to all of the enemy units. If you put the spy into the enemy Refinery, you slowly begin stealing Taelon from the enemy and transferring it to yourself. Finally, if you get the spy into an enemy power plant, you will steal a large portion of the power that building is producing and use it for your own war-machine.

CLOAKING

Fiends on the Sprawler side have the ability to cloak. When the Fiend is standing still he is invisible to the enemy units (put the Fiend on "Scout" mode to ensure he will not move and reveal himself; see Unit Behaviors for more info). He can only be spotted by anti-clandestine units while cloaked. When the Fiend moves or attacks he will then become visible again. You can use the Fiend's cloaking ability to stage ambushes which will give him a significant advantage due to his effective hand to hand combat abilities.

ANTI-CLANDESTINE

Certain units have anti-clandestine abilities. This means they can see through the cloaked enemy units and they can spot spies. Anti-clandestine units can also uncover traps that may have been placed around the map by Sprawler Scavengers. The units in *Dark Reign 2* with anti-clandestine abilities are the Sprawler Disruptor and the JDA Warden.

SELF DESTRUCT

Collectors, the Juggernaut, Atomic Generators and Atomic Power Plants have the ability to self destruct. Any units or buildings that can self destruct will have a special button that will appear in the context menu. Destroying your units or buildings in this way will cause an area of effect explosion which could damage or even destroy any units that may be attacking it at the time. This is often a good last ditch maneuver to try to get something in exchange for the loss of this unit or building.

SPECIAL ATTACKS AND MANEUVERS

When you place the cursor over an enemy unit you will see the Attack cursor. However, there will be situations when you want to attack a target that does not present you with an Attack cursor. For example, you do not see the Attack cursor when you mouse over allied or neutral units. You can attack an ally by left-clicking on the Attack button which is above the Minimap. You can then left-click on the allied unit and your troops will attack it. You can also use the Attack button to fire on trees and rocks or to attack the ground where you believe cloaked Fiends might be hiding.

Occasionally, when you give your units an attack order they will move to close on to the target or will pursue a target that moves out of range. You may want your units to attack without breaking their position. If you have an established defensive position you don't want to move from or you don't want your units to move nearer to the enemy and get picked off, you can use the Shift+A keystroke combination. This will give you an Attack cursor and allow you to target units as normal. However, when you left-click on the target, your unit will only attack if the target is within range. Your troops won't close to fire on targets out of their range or pursue fleeing units. They will simply hold their position and attack if an enemy is in range.

TIP: This attack is particularly useful for artillery units.

To make a unit or group of units abort an order, left-click the Stop button (or the "S" key) on the top of the Minimap.

When you are moving units across the map they will not stop to engage any units they encounter along the way. You could set their AI behaviors to allow them to attack en route (see Behaviors section below) or you could use the Move and Attack command (the "M" key). Pressing "M" while a unit is selected will give you the Move cursor. When you left-click on the terrain your units will begin moving to this position, but if they find any enemy troops along the way they will pause on the path in order to engage the enemy.

If you think you know what direction an attack is coming from, you can turn your troops towards the imminent assault. This will help them to get off their first shot as quickly as possible. The effect is not great, but in battle every second counts. Select the units and press the "T" key. You will see the Turn cursor. Left-click on the point on the map you want your units to face, and they will turn in that direction.

WAYPOINTS

To lay points in the game or to view waypoints that you have created before, you must bring up the Waypoint Menu. This is done by clicking on the waypoints icon which is in the left side of the Infogroup window (located in the top right-hand corner of the screen.) To lay a waypoint, first pick the type of path you would like to create. There are three paths in all. One Way, Two Way and Looping. Units on a one way path will go from the start to the end and stop. Units on a two way path will follow the path then retrace their steps back to the beginning. Units on a looping path will go from the beginning to the end of the path and then will take the shortest route back to the start.

Once you have decided what type of path you would like, start clicking on the terrain to lay points along the path. A line will be drawn between all points so you can see the actual path. When you have completed creating the path, click the Create button in the Waypoints Menu or simply right-click. This will "save" the path in the world. To delete a path, select it and hit the Clear button, or hit the delete key on your keyboard.

To put units onto a path, select the units and click the point on the path you would like them to start at. They will then move along the path to their destination.

TIP: Use a looping path to set up patrols around your base for repair units. The repair units will stop at any building that needs repairing and then return to the trail.

UNIT BEHAVIORS

Dark Reign 2 allows you to customize the way a unit behaves in certain situations. You can use unit behaviors to get units to do precisely what you would like them to do in a certain situation. You set a unit's

behavior through the Orders button next to the Minimap. There are five different types of unit behaviors: Scout, Defender, Skirmisher, Warrior, and Terminator. These behaviors do the following:

SCOUT

On Scout mode, your unit will not automatically attack the enemy. If the unit is attacked it will retreat.

DEFENDER

Units that are set to Defender will hold their ground. They will not leave their position to attack an enemy. They will only attack if a unit gets in range. Units set to Defender also have smart target selection, meaning they will fire at units that they can damage the most first.

SKIRMISHER

Units that have Skirmisher set as their behavior will fire at any target they come in contact with as they move. But if they are attacked they will retreat. Skirmisher is a good setting to use if you would like to harass the enemy and keep them on their toes.

WARRIOR

This is the default setting for units. A unit on Warrior will use smart target selection (fire at the unit it is most effective against first.) Units on Warrior will also pursue the enemy if it retreats to the unit's initial line of sight. Once it reaches this point it will then return to its original location.

TERMINATOR

When a unit is on Terminator, it will attack until either its target or itself is destroyed. It will not attempt to flee if it gets too damaged. It will attack an enemy whenever possible, even if it has to move to do so.

*TIP: Different behavior settings can be very good for different types of units.
The best thing to do is experiment and see what works best and
then you can configure your units to behave the way you want them to.*

AUTO REPAIR

In the Orders Menu, you will see Auto Repair buttons along the bottom. When Auto Repair is turned on for a unit, it will automatically leave battle when its damage threshold gets into the red and it will move to the nearest healing station and will repair itself before it returns to battle.

GUARD

Sometimes you may want to protect another unit or building in the game. To do this, select a unit and the Guard button will appear in the context menu. If you click it you will then get a Guard cursor. Click on the unit or building you would like to guard. The unit will then stay next to that unit/building at all times and will attempt to protect it from the enemy.

EXPLORE

Any of your units can be set to explore the map. When you select a unit, or group of units, you will see the Explore button appear in the context menu. Clicking it will send the unit(s) out looking around the map to try to uncover areas that you have not been to yet. If the units that you send out to explore are in a squad together, they will then stick together and will try to avoid getting separated.

TIP: Exploring with unit behavior set to Scout is a good way to uncover the map in the early stages of a mission or game.

TRAPS

The Sprawlers have the ability to set traps in the world. Traps are set by the Scaver and he must have the second or third upgrade to the Scaver Hut in order to build a trap. Traps are invisible to the enemy and are a good way to ambush them.

To build a trap select a Scaver and the Trap Menu will come up. Select the trap you would like to build and then click on the terrain where you would like to build it. The Scaver will then move into position and begin constructing the trap. Traps are invisible to the enemy. However, if the enemy sees the trap being constructed, then it will no longer be invisible to him. In addition, the enemy can use anti-clandestine units to sniff out traps and uncover them.

There are four types of traps that can be built. They are:

- Land Mine
Lays a mine field under the trap. When an enemy unit walks over it, the mine will explode.
- EMP Trap
Any vehicles which drive over this trap will have their power shut down for a short amount of time where they will be unable to move or defend themselves.
- Parasite
A unit that walks over the Parasite trap has a Parasite attached to it. This Parasite gives you line of sight to this unit no matter where he moves on the map.
- Time Bomb
A unit who walks over the Time Bomb trap will have a Time Bomb strapped to him which will go off about one minute after walking over the trap, destroying the target, but leaving the hidden trap intact.

MOJOS AND AIR STRIKES

The Sprawlers and JDA have the ability to bring in off-map attacks. Off-map attacks are attacks that are not attached to a unit and can be sent anywhere the player has line of sight. These attacks may not be used in an area protected by a Disruptor or Warden.

MOJOS (SPRAWLER)

The Sprawlers have the ability to conjure up Mojos from the Shrine. To conjure a Mojo, select the Shrine and the Build Menu will come up. Select the Mojo you would like to build. Mojos do not cost money to build, they take only time. Once the Mojo is ready you can cast the Mojo by selecting it from the menu and then clicking in the world to any position for which you hold line of sight. There are four possible Mojos you can conjure:

EYEBITER

Temporarily blinds the enemy in a region around where the Mojo is cast.

RAGE

This Mojo makes your units who are hit by it move faster and attack with more firepower. It is a temporary effect.

BERSERKER

Any units in range of this Mojo will lose all concept of friend or foe and will begin attacking the first unit they see. This Mojo wears off after about 30 seconds.

BARON SAMEDI

When you call this Mojo, it will conjure up a giant psycho-kinetic 'Golum' who will go around and attack the enemy with devastating power.

AIR STRIKES (JDA)

The JDA have the ability to call in Air Strikes to attack key targets on the map. To build an Air Strike, select the Radome and the Build Menu will come up. Select the Air Strike you would like to build. Air Strikes do not cost money but they do take time to charge. Once the Air Strike is ready you can launch it by selecting it from the Radome's menu and then clicking in the world to any position for which you hold line of sight.

VULCAN MINES

Lays a minefield in the targeted area.

ASSAULT BOTS

Drops off automated bots that will wander the map until they see an enemy target which they will then kamikaze into.

EMP BOMB

Temporarily powers down all vehicles and buildings in a region and stops them from working properly.

CONCUSSION BOMB

Drops a Concussion Bomb attack in the targeted region with devastating effects.

TELEPAD

The Telepad is an advanced JDA building that can instantly transport infantry to any location where you have line of sight. Keep in mind that the Telepad opens a temporary two-way portal ANY unit type can enter. It is a double-edged sword that you must wield carefully.

To load infantry into the Telepad, select them, then click on the Telepad (you should get a special cursor). A Telepad can only hold 6 infantry units, but you can build multiple Telepads.

To teleport units that are in the Telepad, select the Telepad building, then select "Unload Cargo" from the menu above the Minimap. You should get a special "unload" cursor. Click on terrain where you wish to teleport the troops. You must have line of sight on the area you wish to teleport to. At the spot where your troops materialize, a Reverse Gate Portal will be created (it looks like a hovering ring). Units that travel through the Reverse Gate Portal will come out at the teleport source (the Telepad). To move units through the Reverse Gate Portal, select the units, and then click on the Reverse Gate Portal object.

HINT: Sending the right forces through a Reverse Gate can be devastating to an unsuspecting enemy, since often the teleport source is in the enemy base.



MOUSE AND KEYBOARD COMMANDS

GENERAL

O	Open/Close Objectives Window
Shift-O	Display Orders Menu
Ctrl	Cue Any Order
Tab	Toggles Trails menu
Backspace	Delete Last Trails
Delete	Delete Selected Trail
Ctrl-S	Quick Save Mission
Ctrl-L	Quick Load Mission
Pause	Pause Game
Scroll Lock	Frame Advance When Paused
Print Screen	Create a Screenshot
Space	Jump to Location of Last Warning Message
Ctrl-Space	Message Return
Enter	Activate Client Chat

UNIT

Ctrl - <1-0>	Adds Selected Units to Squad (removed selected units from any previous squad)
Alt - <1-0>	Adds Selected Units to Squad (retains squad you are adding units to)
1-0	Select Squads
Ctrl-Left-Click	Selects All Units of Same Type
Alt-Left-Click	Selects All Units of a Type on Screen
M	Move & Attack
Shift-M	Move
A	Attack
Shift-A	Attack Without Moving
S	Stop
T	Turn
Shift-D	Self-Destruct
G	Guard
[]	Select Next/Previous Unit and Jump to Location
Alt -[]	Select Next/Previous Unit of a Type and Jump to Location
J	Jumpscroll (click to trigger)
U	Upgrade
W	Restore

SQUAD MANAGER

<1-0>	Selects Squad
Shift <1-0>	Jump to Squad
Left-Click on #	Jump to Squad
V	Selected Units Move to Wedge formation
B	Selected Units Move to Box formation
N	Selected Units move to Line formation
X	Selected Units Scatter

BUILDING MENU

Left-Click	Build/Add Unit to Production Queue
Shift-Left-Click	Add Five Units to Queue
Right-Click	Remove One Unit from Queue
Shift-Right-Click	Remove All Units from Queue and Cancel Construction
P	Pause/Unpause Building Construction
R	Set Building Rally Point
>	Rotate Building Cursor Clockwise
<	Rotate Building Cursor Counter-Clockwise
H	Jump to Command Center

CAMERA

Arrow keys	Scroll Camera/Map
F	Camera Freelook (hold)
F1-F6	Change Camera Presets
Numpad arrows	Change Camera Facing
Num5	Face North at Default Camera Height
Num7 / Num9	Rotate Camera 90*
Right Mouse (Hold)	Scroll
+ Left Control	Pivot
+ Left Alt	Rotate
+ Left Control & Left Alt	Swoop/Zoom
Mousewheel	Swoop

USING THE CAMERA

There are several controls for adjusting the angle and view of the game world.

SCROLLING

You can scroll around the map by moving the mouse cursor to the edge of the map. The map will scroll in that direction. Note: Edge scrolling is not available in windowed modes. To scroll much faster, press and hold the right mouse button while moving the mouse. You can also scroll by using the arrow keys on your keyboard.

VERTICAL ANGLE

To adjust the angle by which you view the action, use the F1 – F6 keys. F1 is low to the ground and close to your units, F2-F6 adjusts the camera progressively higher. You can also use your mousewheel to adjust the vertical angle of the camera.

ROTATING

You can rotate the camera with the 7 and 9 keys on your keyboard's number pad. These keys will rotate the camera 90 degrees in the desired direction. After the camera rotates it will still be looking at the area you were previously viewing. You can also rotate incrementally by holding down both mouse buttons simultaneously and moving the mouse left or right.

HEADING

You can change the camera's heading, or the way it's facing, by using the arrow keys on your keyboard's number pad. The up arrow will face the camera North, down South, right East, and left West.

MULTIPLAYER

After selecting Multiplayer from the Main Menu, you will be given the choice to play over your Local Area Network or over the Internet. *Dark Reign 2* uses the free World Opponent Network (WON) to setup games on the Internet. Select the kind of connection you want to play over.

INTERNET (WON)

The first time you connect to WON you'll need to log in. If you have an existing WON account you can use it or you can create a new account by pressing "New Account." If you want to change your account password you can do so by pressing "Modify Account." Usernames on WON are unique and you may be asked to select a different username if the name you desire is already taken. Once you have a username and password, proceed by pressing "Login." The next time you select Internet you will be automatically logged in using the username and password you previously entered. If you want to login using a different username press the "Logout" button from the main WON screen.

Once connected to WON, you will be placed in the Lobby to meet other players. You can join rooms other than the Lobby by selecting them in the Rooms list and then pressing "Join Room" or by double-clicking on the room you wish to join. You can create a new room by pressing "Create Room." Rooms can optionally be password protected by entering a password when creating the room.

Within each room you can see the list of games that are being setup and the list of players who are in that room. You can chat privately with a player by selecting them in the player list. If you want to talk to all players you can deselect the player by right-clicking on the player list. The list of games shows the name of the game, the name of the player who hosted the game, the number of players currently in the game and the maximum number of players who can be in the game. There's also a ping indicator that shows the quality of the connection that can be expanded by pressing the info button. A game can be joined by selecting the game you want to join and pressing "Join Game" or by double-clicking on a game. New games can be created by pressing "Create Game." Games can be optionally password protected by entering a password when the game is created.

NETWORK (LAN)

The LAN screen shows the list of available games on the local network. You can join a game by selecting it and pressing "Join" or by double-clicking on the game. Games can be created by pressing "Create."

Once you have joined or created a game you will see the game setup screen.

GAME SETUP

The game setup screen allows the host and players to change game options prior to play. The main components of the setup screen are: the player list, the map information, the chat area and the menu icons. The player list at the top left of the screen shows all of the players currently in the game, and the relationships between them. The map information at the bottom left of the screen shows the current mission and options set by the host. Options are highlighted in red if the host has changed them from the default settings. The chat area allows you to converse with the other players in the game. If you came from WON then there will be an additional chat area that allows you to converse with players who are in the room where the game was created.

PLAYER SETUP CONTROL

You access the Player Setup Controls by selecting the wrench next to your name. A menu will pop up which will allow you to select your team color, your side (Random, Sprawler or JDA) and your start location if the host has allowed it. You will also be able to set a handicap in this menu. A handicap will adjust the power of your units so if you are a stronger player playing against a weaker player you could set your handicap to easy and your units will be less effective. If you have chosen to play cooperatively with another player the wrench will not be available and only the "team leader" can adjust the settings. The player who hosted the game also has access to the setup control of any AI teams.



You can ally with a player by selecting the 'ally' icon next to their name. Allies share line of sight in the game and can trade units and Taelon during the course of the game.



You can also choose to play cooperatively with another player by selecting the coop icon next to their name. When you play coop, you actually control the same units. You can use coop to split duties among yourselves. For example one player may handle base building and resource management while the other player may handle exploration and attacks.



TIP: You can play coop together through the single player campaign.

HOST SETUP

The host is tasked with setting up most of the game. Most game setup is done by selecting the game setup icon at the bottom of the screen. Some of the options include:

MAP SELECTION

The host will need to select the map that will be used. If your opponents don't have a map you select they will have the opportunity to download it from your computer automatically.



UNIT FILTERS

The host can disallow the construction of certain types of units. Spies, Super Weapons, Mojos/Strikes and Turrets can all be disallowed.



Tip: You can turn off Turrets/Posts to make defending a base a real challenge!

START LOCATIONS

You will be able to set whether you want players to be able to set their own start locations or if you'd like to have random start locations. If you allow players to set their own start locations they will have to do that on their own through the player controlled setup menu.

STARTING CREDITS

All maps have default starting credits. You can change this value by entering an amount here.

RULE SET

Some multiplayer missions can be played with different rule sets. Rule sets define the objectives that must be achieved to win the game. For example, "Protect HQ" requires that players maintain at least one HQ and if they don't have a HQ for 3 minutes all of their units will be destroyed. See page 42 for more on rules.

KICK PLAYER

The host can kick someone out of the game who they don't want in by using /kick "playername" in the chat area or clicking the kick button next to the player's name.

LAUNCH

Once all players are in and all options are set then all players need to click launch before the game can begin.

ADD AI

You can add an AI player to the game by clicking the "Add AI" button. You may play against or ally with AI teams. You may ally AI teams together by clicking on the team color tab in AI's window.

EARTH

Click on the Earth button to view where on Earth your opponents are. From this window you can also set your own latitude and longitude. This feature is optional and does not affect gameplay.

LOCK

The host can use the lock at the bottom of the screen to prevent any other players from joining the game.



UNIT LIMIT

You can change the unit limit from the default (150) to 250 (or even 1000!) for huge games. Be warned, even users with high-end systems and great bandwidth may see a performance hit with 1000 units in the game!

MAP TRANSFER

If the host is using a custom map, and the players in the game do not have that map, the host may upload the map to the other players. If a player does not have the map you currently have selected on their hard drive, two icons will appear by their name. The red map icon shows that the player does not have the map. The other icon will initiate the map transfer when pressed. Press this icon. The other player will get a confirmation dialog box to verify that he really wants to download the map. If he chooses Yes, the transfer will commence.

MULTIPLAYER IN GAME FEATURES

When in the game, players have the ability to give their allies units or Taelon. To do so you must bring up the Comms window which is done by clicking the Comms Menu next to the Minimap. The Comms window shows you who's left in the game and their recent chat messages. You can also send quick messages by hitting the 'enter' key, typing your message and pressing enter. If you change your mind and don't want to send a message, hit the 'esc' key to remove the window. In both the quick chat and Comms window, you can change who your messages go to by selecting the pulldown on the left of the chat entry. You can decide to send to everyone (all), your co-op partners (team), to your allies (allies) or to your enemies (enemies).



MULTIPLAYER MODS AND RULESETS

Dark Reign 2 allows for several different types of multiplayer games. Basic multiplayer maps can be found in the 'Standard Multiplayer Maps' folder. But there are also a collection of Multiplayer Mods in separate folders such as King of the Hill and Control Freak. Any of the maps within those folders play according to their appropriate Mod. A listing of different Mods available with *Dark Reign 2* can be found below.

In addition to Mods, game hosts can also select from a variety of Rulesets. Rulesets change the end conditions for a standard multiplayer map. Most games will be played with the Deathmatch ruleset but you can choose from several other variations. Different rulesets are listed below.

MULTIPLAYER MODS

KING OF THE HILL

In KOTH, your goal is to take a Construction Rig and build a throne on the hilltop at the center of the map. You must keep the hilltop occupied with your throne for five minutes to win the game.

CONTROL FREAK

On each Control Freak map, there are 5 control points that you must take over to win. To occupy the points, you must move at least one allied unit within range of the control point without having any enemy units also in range.

ASSAULT!

Assault is based around a well fortified AI base guarding a portal to another world. Your goal is to break through the base and move your 'Designer' piece to the portal. You have 60 minutes to move your Designer to the portal before it closes, at which point all players lose.

MULTIPLAYER RULESETS

BLOODBATH

Bloodbath requires you to destroy 50 enemy units before any other players do.

GLUTTONY

Gluttony requires you to refine 30,000 Taelon or steal 1,000 Taelon before other players do.

PROTECT HQ (DEFAULT)

ProtectHQ is a variation of standard deathmatch rules, except with one caveat—if you do not have a Command Center for more than three minutes, you lose. This prevents games from going on for many hours as the obvious winner hunts down the last remaining unit(s) of the loser.

DEATHMATCH

Standard fare deathmatch - your goal is to destroy all other enemies.

MAP TYPES

Map types are an example of a map that adds another dimension of gameplay without affecting the actual rules of the game.

In addition to the standard multiplayer maps and the ruleset specific maps, another type of map exists, called 'Fence Post' These maps allow for any ruleset to be played on them, but have fence posts guarding each base from one another. The fence posts turn off and on at regular intervals. This prevents players from rushing units in, and also helps players coordinate their attacks in intervals, while the fence posts are down.

UNITS

JOVIAN DETENTION AUTHORITY

MEET THE MEN AND WOMEN OF TODAY'S J.D.A.!

As the human race grows in knowledge and power, it's good to know your best interests are protected. The proud heroes of YOUR J.D.A. are marching forward to take hold of humanity's destiny with both hands—for all of us.

So when you see them on the street, be sure to cooperate and do as they ask. And feel free to say thanks—because they're looking out for you, your family... and your way of life.

TODAY'S J.D.A. IS YOUR J.D.A.!

(all descriptions excerpted from the Encyclopedia Commonwealth, 92nd Edition.)



GUARDIAN

Even centuries ago, the Guardians of the Order were synonymous with law and order; now their descendants, known to us simply as Guardians, serve the Domes as foot soldiers of the JDA. Whether conducting a Rumbler round-up in Deyssa Sprawl or responding to an attack on the Dome Rampart, they're the first ones into a crisis zone and the last to leave. Armed with Grepler® trip-rifles—"a grunt's best friend™" – they're also protected by regenerating armor.

ROLE	General	SIGHT RANGE	Norm
HIT POINTS	Low	TAELOX COST	Low
DAMAGE	Low	COMMAND COST	2
SPEED	Norm		

"Give me ten Guardians and a week, and I will change the course of history."

— Lt. Major T. Kelvin Duran, 6th Protectorate, in a 21.9.2492 interview with Commonwealth Today



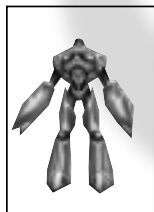
ENFORCER

Our elite, high-flying Guardians, equipped with Kontel-Murfee dual-exhaust PJP's (personal jet propulsion devices) bring death from above to ground-based Sprawlers. Their maneuvering ability makes them impervious to most infantry attackers, though they can be vulnerable to anti-air units (like the Go-Gos of the Sprawls). Enforcers come armed with third-generation Grepler[®] swit-bore rifles.

ROLE	Anti-Personnel	SIGHT RANGE	Norm
HIT POINTS	Low	TAEON COST	Low
DAMAGE	Med	COMMAND COST	2
SPEED	Norm		

"All of a sudden they come over the mountains like a swarm o' freakin' mosquitoes through the night fog -- I thought I was gonna hafta bail... Still givin' me nightmares, those flyboys."

– Valen Caffardlin, Member, Go-Gos of Nagaer Sprawl(overheard in a cashdown)



CASTIGAR

Bearers of the highest standard in noble gallantry, the knightly orders of Castigars have now pledged their honor in willing servitude to the JDA (unlike their errant brethren, the Judas). They guard our spanways as huge, walking towers of high-tech armor and strength, mounting as their principal weapon the enormous Jarvik[®] supressor cannons on their power-assisted arms.

ROLE	Anti-Vehicle	SIGHT	Norm
HIT POINTS	Med	COST	Low
DAMAGE	Med	COMMAND COST	2
SPEED	Norm		

"Proof that God is on our side--and that He has no mercy whatsoever in His heart."

– Edward Dalen, to Primatur Colum Birabess at the Council of Mehica, 2503



PSITECH

Our noble practitioners of the Healing Arts and Sciences, trained and field-tested as they have been for decades at Angel Bay's own Ucladian Hippocreum. Whenever a Guardian or Castigar is wounded in a campaign, the men and women of PsiTech are there with the latest medical technology and their own psychogenetically-boosted Psi-Ray. They're also handy with a quad-wrench if an Enforcer takes shrapnel in his PJP.

ROLE	Healer	SIGHT RANGE	Norm
HIT POINTS	Low	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	2
SPEED	Slow		

"She changed the dressing on my Maser burns, held my hand at night when the pain got real bad--and even managed to get that ping out of my Boomer's plasma carb. If you ask me, they're all angels!"

– PTC Lylo Hantrev
2nd Platoon, 43rd Infantry, Division 6 (Miadad Dome)



SHADOWHAND

Any healthy society needs a secret police force, and ours is no exception. For many years, the Shadowhand have been famous for their ability to blend in and spy on enemy strongholds at will. Today, the Circle serves the JDA with new light-refracting polymer and Psychopush technologies (all highly classified, of course); Shadowhand operatives can seemingly become the enemy they stalk, and make their way unnoticed into his lairs.

ROLE	Spy	SIGHT RANGE	Far
HIT POINTS	Low	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	2
SPEED	Norm		

"But he... he looked... he looked just like you, sir!"

– Reportedly the dying words of shocked Rumbler Janus Karavion, to his gang boss as he expired from twelve stiletton wounds, Quilvio Sprawl, 2504; heard by another Shadowhand operative still in the room



WATCHMAN

These giant walkers, made by Garonti-Scherm® and first used in the Beijinta Campaigns of 2493, are extremely useful as escorts for tank columns. With their SWARMS (Short-range Wide Area Reaction Missiles), they make an excellent anti-aircraft defense (as the Corsairs in the Byzardian Conflict found out!). Their vulnerability to ground attack is, however, considerable.

ROLE	Anti-Air	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	Med
DAMAGE	High	COMMAND COST	3
SPEED	Fast		

"We were thirty-five clicks away when they first locked on and started lobbing those (expletive deleted) bumblebee-missiles at us. Like flying through a swarm of giant gnats. I hate those (expletive deleted) (expletive deleted)."

— Byzar pilot Ural tam Rigo, from his bed in Istandar Domes Konst Military Medical Center, 2494



BLACKSTAR

Small, sleek, and birdlike, Blackstars have been our workhorse aircraft for over twenty years. They are especially agile in the close quarters of an urban Sprawl. They are powered by twin outboard Fawasi® 529-Airhawk ion-pulse/jet hybrid engines, and modified Trace Masers allow their shots to pursue an enemy to his final destruction, whether he's in the air or on the ground (though the diminutive Blackstar has limited ammunition capabilities). They often escort our Strikers on their bombing runs.

ROLE	Anti-Air	SIGHT RANGE	Norm
HIT POINTS	Low	TAEON COST	Med
DAMAGE	Med	COMMAND COST	3
SPEED	Fast		

"If theres ever a combat-use aircraft Hall of Fame, Blackstar will undoubtedly be the first—and unanimous—inductee."

— Strike Craft Illustrated, May 2501



STRIKER

Since the uprisings at Damasq four years ago, the shadows of these magnificent bombers have struck fear into enemy hearts. Like a giant bird of prey, our Strikers descend from the air to drop their dreaded Litson® I-19 Hellfire Bombs, decimating an unsuspecting enemy's armored column or obliterating his headquarters. They carry limited ammunition and require the services of nimbler escorts to defend them from other aircraft, but the Striker remains the big air gun in today's JDA.

ROLE	Anti-Ground	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	High
DAMAGE	V. High	COMMAND COST	3
SPEED	Fast		

"Against men, we could continue. Against guns, and tanks, we could persevere. But this... this monster of the sky can signify only one thing: the Gods will the end of our glorious struggle."

— Self-styled Damasqian revolutionary leader Shidona Pri, 3.12.2493



WARDEN

With these small, unmanned hover pods, our forces are able to detect and counter much of the Sprawl's special weaponry, including mojos and traps. They can also reveal morphed Infiltrators and cloaked Fiends. The secret is a highly classified antenna system designed at the Garonti-Scherm® labs in Midway Dome, which gives the JDA better ears and eyes than ever before. The propulsion system, by Fawasi®, allows the Warden to run almost silently, and thus makes it highly effective for in-Sprawl missions.

ROLE	Shield/Anti-Clandestine	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	3
SPEED	Norm		

"One of the Decades Ten Best" (two decades running)

— Surveillance Monthly, August 2499



ROVER

Of a similar size as the Warden, the Rover is an unmanned hoverpod first used for reconnaissance and light combat in the Dallaston riots twenty-one years ago. With a highly recognizable profile due to the protruding shields on each side, it utilizes the same Fawasi® hover-propulsion system as the Warden, but unlike that craft the Rover also carries its own Nix-Yelco® laser weaponry.

ROLE	General	SIGHT RANGE	Norm
HIT POINTS	Low	TAEON COST	Low
DAMAGE	Low	COMMAND COST	3
SPEED	Norm		

"Somebody get that (expletive deleted) thing offa me!"

– Dayess Sprawl resident and suspected Fiend leader Jo-Jo Ecafda, moments before his refusal to surrender led to extermination by a Rover Patrol craft



BULLDOG

These light tanks, our main such ground vehicles, have proven their usefulness time and again over the years, most recently against the Judas in the Spanway skirmishes in Bone Valley outside Angel Bay Dome.

Manufactured for us by Insignus, their main weapon is a Miklin 346-B high-traj mortar cannon, which can be used to great effect against enemy infantry or, should the situation dictate, mobs of lawless Sprawl rioters.

ROLE	Anti-Personnel	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	Med
DAMAGE	Med	COMMAND COST	3
SPEED	Norm		

"I've driven every ground vehicle we've got, but I'm here to tell you, I'd rather be in an L-4 (Bulldog) every time. The balance between maneuverability and firepower can't be beat."

– Capt. JG Fuller Yntami, Rampart Division, Angel Bay Dome



GROWLER

This heavy tank, built by FrennetiCorp Land & Sea®, showed at the Seaport Dome terrorist attack just how much havoc it can wreak against other tanks and even buildings! It carries a Harkli® Mark 7 rail gun which fires high-speed uranium projectiles, ensuring total destruction of any enemy target either stationary or moving at less than 75 kph.

ROLE	Anti-Tank	SIGHT RANGE	Norm
HIT POINTS	High	TAEON COST	Med
DAMAGE	High	COMMAND COST	3
SPEED	Norm		

"This big boy may be expensive, but the muscle it brings to a fight is unparalleled."

– Tank & Armor, February, 2497



MASTIFF

These self-propelled artillery units combine the best features of a light tank with a powerful Miklin® 790-series artillery gun which produces an arcing fire that rains oblivion on unsuspecting Sprawlers.

Though a good all-target fighting machine, the Mastiff carries light armor; the well-publicized events of the Warsavian police action in 2499 showed it is best used from a rear-line position where we can protect it from air attack.

ROLE	Artillery	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	High
DAMAGE	V. High	COMMAND COST	3
SPEED	Slow		

"Two shots... It took out the Parliament building in two shots... Demolished... I cant believe it..."

– stunned Net-Verite journalist Armena Comarra, live rooftop broadcast from Warsaw Dome, 27.10.2499



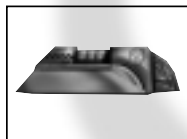
COLLECTOR

Our Kealan-armor plated Taelon Collectors are manufactured for us by Insignus. It's ironic that one of our simplest vehicles is also one of our most important. We only wish Insignus could provide us with a faster vehicle, but they've assured us it's not possible with the armor weight that we've specified.

ROLE	Resource Collection	SIGHT RANGE	Norm
HIT POINTS	V. High	TAELOX COST	Med
DAMAGE	N/A	COMMAND COST	1
SPEED	Norm		

"That new Taelon deposit up in Dena was crawling with Rumlbers, but those new Collectors held up real good. Didn't lose but one before we tapped it out."

— T-Crew chief Everell Means, JDA Resource Management Corps



HOVER COLLECTOR

Our Hover Collectors are designed along similar lines to our regular collectors – they also feature Kealan-armor plating. Their hover propulsion is provided by a Fawasi® well converter. We had them built specially for getting to some of the newest Taelon outcroppings that are appearing on some of the newly formed coastal islands of Asia and America.

ROLE	Resource Collection	SIGHT RANGE	Norm
HIT POINTS	V. High	TAELOX COST	Med
DAMAGE	N/A	COMMAND COST	1
SPEED	Norm		

"Our division set a new Taelon collection record last year, and thanks to our new hover collectors, I'm sure we'll break it this year."

— Isley Taelon Extraction Inc. Chair Wayne Seaden in an interview with Geo Quarterly, March 2499.



CONSTRUCTION RIG

The new Rigs made for us by Insignus are plated with some of the same Kealan armor used to protect our Taelon collectors. Pod navigation is the ingenious design of the team at Fawasi. Our Rigs can get basic facilities up and running in minimal time

ROLE	Construction	SIGHT RANGE	Norm
HIT POINTS	Low	TAELOX COST	Med
DAMAGE	N/A	COMMAND COST	1
SPEED	Slow		

"When that pack of screaming Go-Go's came down on us, we knew we had to get our Sentinel Guns rebuilt immediately. The Go's weren't stupid – they went after the Rigs right away. Several of them took some shots, but we got two guns put together pretty quickly, and then those damn Go-Go's became "went-gones"!"

— Strikeforce leader Morly Ferafson, recalling a surprise attack on Precinct 5 in the Sprawls around Mount Denver.



PATROL CRUISER

Our primary small attack boat, this version of the FrennetiCorp Land & Sea® T-Series was adapted especially for use by the JDA in combat situations, and saw its first action in the Guantana Dome invasion three years ago. Used for water reconnaissance and escort duty, the Cruiser is also an effective defender against both air and water attack, and has chalked up an excellent record providing supplementary defense for other, larger JDA watercraft.

ROLE	General	SIGHT RANGE	Norm
HIT POINTS	Med	TAELOX COST	Med
DAMAGE	Low	COMMAND COST	3
SPEED	Fast		

"A Dreadnaught without a Patrol Cruiser escort is like a hippo in a river—it can hurt you, but it can't maneuver well. Add a couple of PCs—now you've got two crocodiles in the mix, and the options for mischief are exponential."

— Lt. Cmdr. Ryan Keel, Captain of the Patrol Cruiser Kilroy, DSL-5377



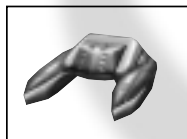
DREADNAUGHT

If the Mastiff is our big land gun, then the Dreadnaught is like a Mastiff on the open seas. A larger vessel than the Patrol Cruiser, FrennetiCorp's JC-117 Dreadnaught combines all the advantages of a land-based artillery-launch system with the ability to deploy anywhere on the 5/6ths of the Earth's surface which is covered with water. This has proven a boon on missions to areas which were too remote to easily bring in ground artillery, like the Micronesian Melees of 2490.

ROLE	Artillery	SIGHT RANGE	Norm
HIT POINTS	Low	TAEON COST	Med
DAMAGE	High	COMMAND COST	3
SPEED	Norm		

"We never stood a chance... At least I can swim."

— Micronesian terrorist Jinga Tungaka, survivor of the Melees, before being sentenced to work on Callisto



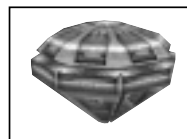
TECH BOAT

MacDill & Howit's trusty 9000-series is the basis for our Tech Boats, which are dispatched to repair other watercraft both in port and on the water. Ever since the Ross Dome disaster they have earned a reputation for keeping a fleet up and running even in the heat of combat or emergency operations. Powered by a rugged Fawasi® counter-prop engine with jet intake, the TBs generally arrive on the scene in good order.

ROLE	Repair	SIGHT RANGE	Norm
HIT POINTS	Low	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	3
SPEED	Norm		

"Skipper asked me if I wanted a transfer twice already. I turned her down; where else would I want to be? Without us, the whole fleet'd have to stand down inside six months. Now that's what I call indispensable."

— Ensign Tiggo Phillipa, Tech Boat MacGuffin, DSY-8364



SKY FORTRESS

The largest, most powerful, most majestic of all our airships. The Sky Fortress, a joint project of Garonti-Scherm® and Insignus, resembles nothing so much as the floating alien "saucers," tales of which parents used to frighten their children with centuries ago. Sprawlers have been known to run in terror at the sight of its enormous shadow sweeping across their hovels. Its highly modified Nix-Yelco® TR-47 fusion beam accelerator is the largest single weapon any of our forces have at their disposal; it can erase whole city blocks with one blast and has, as anyone present at the Johan Dome crisis of 2502 could attest, had they survived.

ROLE	Base Annihilation	SIGHT RANGE	Norm
HIT POINTS	Low	TAEON COST	High
DAMAGE	V. High	COMMAND COST	4
SPEED	Slow		

"Pity is for the weak. This is what strength looks like."

— Edward Dalen, at the christening of the first commissioned Sky Fortress, the Sargon, DSH-2809, 23.7.2493

SPRAWLERS

Welcome to the Works, kid. Come on in. This is it, the place where we develop a bunch of the hardware that's carried by the guys out there on the street. At any given time we'll have a collection of some of the toughest customers in the Sprawl down here, gettin' new weapons, gettin' their stuff fixed, or tradin' stuff in. Sure, a bunch of it is recycled outta stuff we ripped off the JDA, but a lot of the rest of it is stuff we come up with ourselves—an' a lot of it beats that 'standard' assembly-line weaponry they use. Ya see, our stuff has special modifications, extra features, stuff those JDA dums haven't been able to figure out yet. Come on. I'll show ya.



RUMBLER

Rico here, he's a Rumbler. There's more of them than any other gang, and they're a pretty tough bunch. We call em the "sons of Robar"—you've heard of him? Well, that's another story... Now for the Rumlbers we put together some of these big charge-cannons—show'im, Rico—they take both hands, as you see, and they fire one hell of an energy blast. No, Rico, no need for a demonstration... The Rumlbers, they been around a long time, and I'd match one a them up against a Guardian any day of the week.

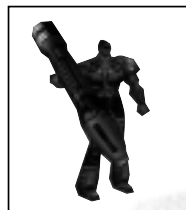
ROLE	General	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	Low
DAMAGE	Low	COMMAND COST	2
SPEED	Norm		



FIEND

Now you see that freako in the long coat over there? That's Muushti, an he's a member of the Fiends. No, don't stare; I know they're pretty scary-lookin', with their tiny little heads, and their hunchbacks, and that wacko voice. But his kind are mutants; they can't help it. They're some pretty fast buggers, and more'n handy in a fight. These "Sikkers" we build 'em fire beams of lava stuff—with those a Fiend can gut a Guardian in seconds. When they're not moving Fiends can cloak themselves—half mind-trick, if you ask me, but it works. I said, don't stare...

ROLE	Anti-Personnel	SIGHT RANGE	Near
HIT POINTS	Med	TAEON COST	Low
DAMAGE	High	COMMAND COST	2
SPEED	Norm		



BANSHEE

Now this big gal over here is Gorlinda Pitt, and she belongs to the Banshees. They're a rough-and-tumble bunch of ladies. For Gorlinda and her pals we've modified shipments of Tyrian light mortars we pinched from some Castigars—its a kind of mortar cannon; takes out whole bunches a infantry at one blow, splashin' shrapnel all over the place. One other thing to remember about Banshees, kid: they'll drink you under the table if you're not careful. Oops, better turn the other way—Gorlinda's lookin' amorous...

ROLE	Anti-Personnel	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	Low
DAMAGE	Med	COMMAND COST	2
SPEED	High		



SKULK

Over in the corner—that's Varinne. Shes a Skulk—snipin's her game, and her and her gang are the best snipers there is. They got great eyes—they can even see in the dark. The devil mask? I dunno whaps up wit that—sposedta strike fear in the hearts of men, I guess. We rig up these Lucifer rifles for 'em—the scopes a beauty; between the scopes and a Skulks eyes, they could take out a dragonfly at seven clicks. Whats a dragonfly? (sigh) Before your time, kid...

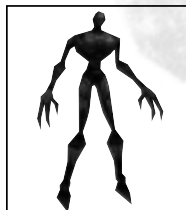
ROLE	Anti-Personnel	SIGHT RANGE	V. Far
HIT POINTS	Med	TAEON COST	Med
DAMAGE	V. High	COMMAND COST	2
SPEED	Norm		



JUDAS

Looks like you just got lucky, kid. See that walkin' hunka metal just came in? We don't see many like him around here – he's one of the Judas. Check out that armor, will you? That arm-mounted weapon he's got is a Mortis beam – it'll cut through a tank or even a building like a hot knife through butter. Not so bad against aircraft – but gets weaker at long range—but if you met him on the ground you could kiss your hooley-vohs goodbye... Course he looks like a Castigar. The Judas useta be Castigars! Don't they teach you kids nothin' in the Primers anymore?

ROLE	Anti-Tank	SIGHT RANGE	Norm
HIT POINTS	High	TAEON COST	Low
DAMAGE	Med	COMMAND COST	2
SPEED	Slow		



INFILTRATOR

Now that tall, spindly scarecrow-lookin' guy at the datstand, with the long fingers? He's what they call an Infiltrator. His gang are spies; they're terrific at sneakin' in places—that metallic skin-suit hes wearin' actually contains microscopic reflectin' surfaces smaller than a pinhead. They're hardwired into his brain stem; he controls their angle electro-chemically. Words too big for ya, kiddo? Good for sneakin' about. Nah, we came up with that techno—damn JDA stole it from us. Tit for tat, I guess...

ROLE	Spy	SIGHT RANGE	Far
HIT POINTS	Low	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	2
SPEED	Norm		



VOODUN

Hey kid, look out through the door – right there. See that guy in the robe? He's a high priest of the Voodun blood cult, which as you know hangs out up in the hills havin' ceremonies and castin' curses and god knows what else.

They're damn good healers, though; if you're still warm, they can save you. That staff hes carryin' is called a 'Crysagon'; you know he's workin' his stuff with it when the crook starts glowin'. Took one apart once—nothin but serrite; I couldnt figure it out. Still can't....

ROLE	Repair	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	2
SPEED	Slow		



SCAVER

Me? Well, why didn't you ask before? I'm a Scaver, kid. We're the techies, the guys who lay the mines and the traps—most important, the guys who keep everything runnin'. If it's man-made, we can fix it, rebuild it, re-rig it, and improve on it. No, that's okay, curiosity's natural—yeah, were all cyborgs. It helps, actually. See, I got my own modified Kontel-Murfee hoverboard to get around on, and when I'm workin' on a project and I need a tool—power drill, Particle Welder, whatever—I just plug it right onto my elbow here, like so... Oh. Sorry. Guess it is a little weird if you never seen it before. Anyhoo...

ROLE	Repair	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	2
SPEED	Slow		



GOGO

Howya doin', ladies?

That buncha wild things shoutin' and carryin' on in the corner, they're members of the Go-Gos gang. They're bikers—trikers, actually; we build some of their sweet stretch hover-trikes down here, with bubble enclosures and a Harkli® Mark 3 missile launcher mounted on the front between the handlebars. Shoots off homing missiles. Okay against enemies on the ground, but pure death to any aircraft stupid enough to come in range. Love those trikes—might hafta make me one myself one of these days...

No, I told ya, I cant take you to the sub-basement. Sorry, kid, I don't know you that well—and if the JDA were to find it, us Scavers'd all be in a world of hurt. I don't make the rules, kid...

Okay, okay... Tell ya what. If you promise to stay quiet and not touch anything, I can take you over to the Garage, where we store some of the vehicles we been workin' on. How's that sound? Okay then, follow me —

ROLE	Anti Air	SIGHT RANGE	Norm
HIT POINTS	High	TAEON COST	Med
DAMAGE	Med	COMMAND COST	3
SPEED	Fast		



SCORPION TANK

This baby started life as a Frenetti 927 SG tank, but we've done some work on her. She's a terror on other vehicles, on account of those twin Harkli cannons you see stickin' up there like eyes. They fire what's called STING rounds—rip the hell out of another tank. At the Mulhol breach skirmish a few years ago we sent a whole division of JDA light armored tanks runnin' 'squealin' for their mummies. Now that was what I call fun...

ROLE	Anti-Tank	SIGHT RANGE	Norm
HIT POINTS	High	TAEON COST	Med
DAMAGE	Med	COMMAND COST	3
SPEED	Norm		



THUNDER CANNON

The Thunder Cannon we build from a modified JDA Mastiff platform. You got your Miklin 790-series artillery gun up there—big gun, tremendous range, but you gotta get your line-of-sight from a spotter; we learned that early on in the Palisadia police action in 97. The only other problem here is, you're turnin' on treads, so the whole thing moves and fires pretty slow. But we're workin' hard on that.

ROLE	Artillery	SIGHT RANGE	Norm
HIT POINTS	High	TAEON COST	Med
DAMAGE	V. High	COMMAND COST	3
SPEED	Slow		



COLLECTOR

No mystery here, kid. These tough bugs just do one thing: collect Taelon and get the stuff to our nearest Refinery. Now give that side panel a good kick — go on. See? You'd have to hit that thing with a Mastiff round or two before you'd tear a whole in that. Course some of 'em leak a little now and then, which is bad, 'cause prolonged exposure to that Taelon stuff can't be good for ya. They say one of the drivers from up in the north end of Deyssa has grown an extra pinky finger on the side of his hand from touchin' too much of it. Believe that one if ya want.

ROLE	Resource Collection	SIGHT RANGE	Norm
HIT POINTS	V. High	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	1
SPEED	Norm		



HOVER COLLECTOR

The JDA has started harvesting Taelon from some of the nearby channel islands, so we decided we needed to get in on the act as well. Whoah! Don't touch that part. You'll turn off its hover reactor and that tem rim will land right on your foot! It's got the same armor plating as its treaded cousin, but those hover reactors make them much more expensive to build.

ROLE	Resource Collection	SIGHT RANGE	Norm
HIT POINTS	V. High	TAELOH COST	Med
DAMAGE	N/A	COMMAND COST	2
SPEED	Norm		



CONSTRUCTION RIG

Well right now we've got several rows of Rigs in here. Wow, look at this one. That's not just a trip-rifle mark. Dunno what did that. And this one over here's taken some licks as well. But our Rigs are tough, and we can get things assembled out in the field pretty quickly. Used to be you had to build a lot of facilities without Rigs, back when kids your age used to have to work. Now these Rigs make everything easy for ya.

ROLE	Construction	SIGHT RANGE	Near
HIT POINTS	Low	TAELOH COST	Med
DAMAGE	N/A	COMMAND COST	2
SPEED	Slow		



VULTURE

I love this plane. Good solid general air fighter, with a Gill & Mafta turbine dual-intake engine. She can do some light recon work for you, and she's good in a fight with either ground forces or other aircraft—see those Harrower missiles mounted beneath the fuselage? Yeah, I'll take a Vulture against a Blackstar every time. Oh, you noticed those props under the wings, huh? Yeah, this here's whatcha call a VTOL—vertical take-off and landing, that is. Helps in stashing and scrambling, cause you don't need a runway.

ROLE	Skirmish	SIGHT RANGE	Norm
HIT POINTS	High	TAELOH COST	Med
DAMAGE	Med	COMMAND COST	3
SPEED	Fast		



AIR BARGE

The Air Barge is the best troop transport unit we got. Kinda looks like a big, fat walrus, don't it? But that's cause, volume-wise, you get the most cubic for your surface area that way. We can pack ten guys in full gear in there. Best thing about the Barge is, she's a tough old girl—that skin is made from a synthesized plastic polymer with a tensile strength of—oh, I see your eyes glazin' over. Lets just say it would take more than a couple of little anti-air shells to pierce it.

ROLE	Transport	SIGHT RANGE	Norm
HIT POINTS	V. High	TAELOH COST	Med
DAMAGE	N/A	COMMAND COST	3
SPEED	Fast		



DISRUPTOR

Have you ever seen anything like that? Basically you're looking at a big radar jammer – it's not much more than a giant Hagira radar dish on treads. The big attraction here is versatility: we can use 'em from down here in the Sprawls, or if we want we can send 'em out with an armored column to help protect 'em from air strikes. They're also handy for uncovering those devilish, morphed Shadowhand agents. Sure are funny looking, though.

ROLE	Shield/Anti-Clandestine	SIGHT RANGE	Norm
HIT POINTS	High	TAEON COST	Med
DAMAGE	N/A	COMMAND COST	3
SPEED	Norm		



HYDROFOIL

On this little number we outfitted a FrennetiCorp chassis with a chain of twenty souped-up Kontel-Murfee hover engines, and—presto! You got yourself an attack boat that floats over the water on a cushion of air. Its quick as a dolphin, and that high-energy PLASER weapon you see up top there makes it as tough on aircraft as it is on other boats. I got a soft spot for this baby; it saved our butts at Catalina four years ago...

ROLE	General	SIGHT RANGE	Norm
HIT POINTS	High	TAEON COST	Med
DAMAGE	Med	COMMAND COST	3
SPEED	Fast		



STASIS BOAT

These Stasis Boats are basically just Frenneti D-series platforms with two Gill & Mafta 927 outboards in back, so they're agile but not too speedy. They do carry Nix-Yelco neutron guns in front, though—that send an electro-magnetic pulse that'll disable your enemy's power systems and leave 'em dead in the water, so a Hydrofoil can come along and finish the job.

ROLE	General	SIGHT RANGE	Norm
HIT POINTS	Med	TAEON COST	Low
DAMAGE	N/A	COMMAND COST	3
SPEED	Norm		



LEVIATHAN

This monster is our big sea artillery. We took some JDA Dreadnaughts we wrecked at Big Sur, cleaned 'em out, then re-assembled 'em with the Miklin 1200-Series guns. The Leviathan's got less range or power than the Thunder Cannon, just by virtue of its size, but bein' a watercraft helps; we can deploy it in places where we can't get the TC, like we did in 03 at Signal Island, and it'll rip the heart outta the JDA ships.

ROLE	Artillery	SIGHT RANGE	Norm
HIT POINTS	High	TAEON COST	Med
DAMAGE	High	COMMAND COST	3
SPEED	Norm		



JUGGERNAUT

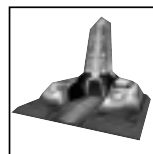
We ever got our hands on one of these we could go crashin' through the Dome Rampart in style. Our people 'on the inside' tell us that it's a new JDA superweapon, but to me it just sounds like a big nuclear fusion bomb on wheels. We're not sure where they're workin' on it, but if we can find one, I'll bet I can replicate it, and then we'd have things turned around in a hurry, wouldn't we?

ROLE	Base Annihilation	SIGHT RANGE	Norm
HIT POINTS	V. High	Taelon Cost	High
DAMAGE	V. High	Command Cost	4
SPEED	V. Slow		



BUILDINGS

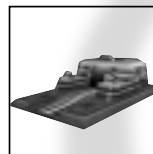
JOVIAN DETENTION AUTHORITY



COMMAND CENTER

The Command Center is the heart of any base, the beginning of the build tree. It builds Construction Rigs which will allow you to build more structures. This building has two potential upgrades.

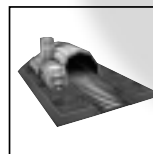
HIT POINTS	High	Taelon Cost	P1-High, 2-V. High
POWER NEEDED	CC1-High, 2-High, 3-V. High	Command Cost	1



PRECINCT

This is the primary structure for building infantry units. It allows you to build the following: Guardian, Enforcer (requires Motorpool), Psi-Tech (requires Restoration Facility), Castigar (requires Command Center level 2, Precinct level 2) and Shadowhand (requires Command Center level 3, Precinct level 2). This building has one potential upgrade.

HIT POINTS	Med	Taelon Cost	P1-Med, 2-Med
POWER NEEDED	P1-High, 2-V. High	Command Cost	1



MOTORPOOL

This is the primary structure for building vehicles. It allows you to build the following: Collector, Watchman, Rover, Warden, Bulldog (requires Motorpool level 2), Growler (requires Motorpool level 2), Mastiff (requires Command Center level 3), Blackstar (requires Air Contro level 1), Striker (requires Air Contro level 2 and Motorpool level 2.) This building has one potential upgrade.

HIT POINTS	Med	Taelon Cost	M1-High, 2-High
POWER NEEDED	M1-High, 2-V. High	Command Cost	1



REFINERY

This is the structure that Collectors use to drop off the Taelon they have harvested. A Refinery is necessary for the collection of Taelon.

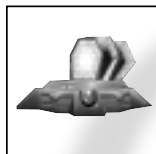
HIT POINTS	Med	Taelon Cost	Med
POWER NEEDED	V.High	Command Cost	1



DOCK

This is the primary structure for building watercraft, and it must be built over water. It allows the production of the following units: Attack Boat, Tech Boat, Dreadnaught (requires Dock level 2) and Hover Collector. This building has one potential upgrade.

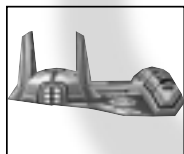
HIT POINTS	Med	TAELOON COST	D1-Med, 2-Low
POWER NEEDED	D1-High, 2-V. High	COMMAND COST	1



SOLAR ARRAY

This is the main power source for your base. Often you will need to build several of these to power an entire base. Since they gather their energy from the Sun, their power output at night is significantly reduced.

HIT POINTS	Low	TAELOON COST	Med
POWER NEEDED	None	COMMAND COST	1



ATOMIC GENERATOR

The Atomic Generator provides much more power to your base than a Solar Array. Since it is not dependant on the Sun, it's power output is the same day and night. Be careful where you place these—when they are destroyed they create a nasty explosion which can damage large parts of your base. You can also self-destruct an Atomic Generator (there are times when this may be a viable strategy)—when self destructed, it does considerable damage to anything in the surrounding area.

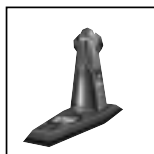
HIT POINTS	Med	TAELOON COST	High
POWER NEEDED	None	COMMAND COST	1



RESTORATION FACILITY

With this structure you can repair your units and vehicles. Select a unit, then click on the Restoration Facility. The unit will go to the building for repairs. The Restoration Facility also allows you to build the PsiTech, mobile medics that can repair infantry and vehicles on the battlefield. The Facility and the Psi-Tech can heal all ground vehicle and infantry units.

HIT POINTS	Med	TAELOON COST	High
POWER NEEDED	High	COMMAND COST	1



AIR CONTROL

Constructing this building allows you to build and maintain air units. It is also the only facility which can repair and re-arm your air units (air units have a limited ammo supply). Re-arms the air units Blackstar and Striker. Permits the Blackstar and Striker to be built (Striker requires Air Control level 2). This building has one potential upgrade.

HIT POINTS	Med	TAELOON COST	AC1-Med, 2-Med
POWER NEEDED	AC1-High, 2-V.High	COMMAND COST	1



RADOME

The Radome is the facility that allows you to build and execute air strikes. (See the section "Mojo's and Airstrikes" for more info). Builds and launches Assault Bots, Vulcan Mines, the EMP Bomb (requires Radome level 2), and Concussion Bomb (requires Radome level 2). This building has one potential upgrade.

HIT POINTS	Med	TAELOON COST	R1-High, 2-High
POWER NEEDED	R1-High, 2-V. High	COMMAND COST	1



SENTINEL GUN

The Sentinel Gun is a stationary gun tower. It is a very effective anti-infantry weapon, but can also damage vehicles and buildings. Sentinel Guns are not equipped to hit air units. These can also be linked with force field emitters to form force fields.

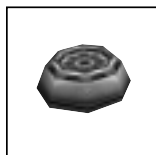
HIT POINTS	Low	TAELOON COST	Low
POWER NEEDED	Med	COMMAND COST	1



DEFENSE TOWER

The Defense Tower is a more powerful stationary tower. It is devastating to infantry and vehicles, but is not equipped to hit air units. These can also be linked with force field emitters to form force fields.

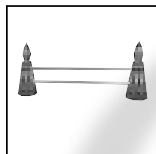
HIT POINTS	Low	TAELOON COST	Med
POWER NEEDED	High	COMMAND COST	1



LIGHTNING TOWER

The ultimate in anti-air protection, a well placed Lightning Tower can wreak havoc on an enemy's air force. It is only equipped to hit air units. Unlike other towers, it cannot link force fields

HIT POINTS	Low	TAEON COST	Low
POWER NEEDED	Med	COMMAND COST	1



FORCE FIELD EMITTER

A cheap, quick, yet effective base defense post. When these posts are built in alignment, they can form an impassible force field.

HIT POINTS	Med	TAEON COST	Low
POWER NEEDED	Low	COMMAND COST	1



CAMERA TOWER

Camer Towers are small stationary structures that provide a wide line of sight in the area in which they are placed. They require power and a functional Command Center to operate. These also can be linked to form force fields.

HIT POINTS	Low	TAEON COST	Low
POWER NEEDED	Low	COMMAND COST	1



TELEPAD

The most effective form of transport, the Telepad can instantly deliver infantry to any location on the map you can see. (See the section "Telepad" for more info.)

HIT POINTS	Med	TAEON COST	Med
POWER NEEDED	V. High	COMMAND COST	1



SKY FORTRESS FACILITY

The production facility for the JDA's ultimate super-weapon, this facility is extremely expensive and takes a long time to build.

HIT POINTS	High	TAEON COST	High
POWER NEEDED	V.High	COMMAND COST	1

SPRAWLERS



COMMAND CENTER

The Command Center is the heart of any base, the beginning of the build tree. It builds Construction Rigs which will allow you to build more structures. This building has two potential upgrades.

HIT POINTS	High	TAEON COST	CC1-Med, 2-High, 3-V. High
POWER NEEDED	CC1-High, 2-High, 3-V. High	COMMAND COST	1



BARRACKS

This is the primary structure for building infantry units. A basic Command Center allows you to build Rumbler and Fiends. With an upgraded Barracks you can build the Banshee, Judas, and Skulk. With a level 3 Command Center you can build an Infiltrator out of the Barracks. To build a Voodun you will also need to have built a Sarcology. This building has one potential upgrade.

HIT POINTS	Med	TAEON COST	B1-Med, 2-Med
POWER NEEDED	B1-High, 2-V. High	COMMAND COST	1



GARAGE

This is the Sprawler's main facility for building vehicles and air units. It allows you to build the following: Collector, Go-Go, Disruptor, Scorpion Tank (requires Garage level 2), Thunder Cannon (requires Garage level 2, Command Center level 3) Scaver (requires Scaver Hut) Air Barge and Vulture (requires Aerodrome). This building has one potential upgrade.

HIT POINTS	Med	TAEON COST	G1-Med, 2-Med
POWER NEEDED	G1-High, 2-V. High	COMMAND COST	1



REFINERY

This is the structure that Collectors use to drop off the Taelon they have harvested. A Refinery is necessary for the collection of Taelon.

HIT POINTS	Med	TAEON COST	High
POWER NEEDED	High	COMMAND COST	1



SCAVER HUT

This is the Sprawler's repair and maintenance facility for vehicles. To repair vehicles at the facility, select the vehicle(s), then left click on the Scaver Hut (you should get a special repair cursor). The vehicle(s) will travel there and receive repairs. The Scaver Hut also allows the construction of the Scaver unit, a mobile repair unit that can heal ground, naval and air vehicles and buildings (but not infantry). When upgraded to Levels 2 and 3, the Scaver Hut is also capable of producing traps that can be set by Scavers (see the section "Traps" for more info). This building has two potential upgrades.

HIT POINTS	Med	TAEON COST	SC1-Med. 2-Low. 3-Low
POWER NEEDED	SC1-High. 2-High. 3-V. High	COMMAND COST	1



SARCOLOGY

This is the facility for healing infantry units. To heal infantry units at the facility, select the units, then left click on the Sarcology building (you should get a special repair cursor). The selected units will move to the facility and get healed.

The Sarcology also allows you to build the Voodun, a mobile medic that can heal infantry.

HIT POINTS	Med	TAEON COST	Med
POWER NEEDED	Med	COMMAND COST	1



SHRINE

The Shrine is the mystical techno-religious building structure that allows the Sprawlers to conjure Mojo's, a category of powerful remote effect weapons.

It allows construction and delivery of Rage, Eyebiter, Brezkerker, and Baron Samedi Mojos. (See the section "Mojo's and Air Strikes" for more info). This building has one potential upgrade.

HIT POINTS	Med	TAEON COST	SR1-High. 2-High
POWER NEEDED	SR1-V. High. 2-V. High	COMMAND COST	1



AERODROME

The Sprawler's main air unit facility. It allows you to build the Vulture and Air Barge. It also can repair and re-arm your air units. To do this, select the air unit(s), then left click on the Aerodrome (you should get a repair cursor). The air units will move there and receive health and ammo.

HIT POINTS	Med	TAEON COST	Med
POWER NEEDED	High	COMMAND COST	1



WHARF

The Wharf allows you to build a variety of watercraft. It must be constructed over water. The Wharf allows the construction of the Hydrofoil, Stasis Boat, Leviathan (requires Wharf level 2), and Hover Collector. This building has one potential upgrade.

HIT POINTS	Med	TAEON COST	W1-Med. 2-Low
POWER NEEDED	W1-High. 2-V. High	COMMAND COST	1



SOLAR ARRAY

These are the main power source for your base. Often you will need to build several of these to power an entire base. Since they gather their energy from the Sun, their power output at night is significantly reduced.

HIT POINTS	Low	TAEON COST	Med
POWER NEEDED	None	COMMAND COST	1



ATOMIC POWER PLANT

The Atomic Power Plant provides much more power to your base than a Solar Array. Since it is not dependant on the Sun, its power output is the same day and night. Be careful where you place these—when they are destroyed they create a nasty explosion which can damage large parts of your base. You can also self-destruct an Atomic Generator (there are times when this may be a viable strategy).

HIT POINTS	High	TAEON COST	High
POWER NEEDED	None	COMMAND COST	1



GUN POST

The Gun Post is the Sprawler's most basic stationary turret. It is very effective versus infantry, somewhat effective against buildings, and through special engineering is also capable of being mildly effective against air units. These can also be linked with fence posts to form force fields.

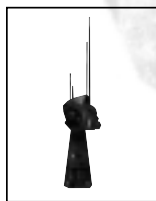
HIT POINTS	Low	TAEON COST	Med
POWER NEEDED	Low	COMMAND COST	1



RAVAGER TURRET

The Sprawler's ultimate ground-holder. The Ravager Turret will clean the floor with vehicles and infantry, but has no anti-air capabilities. These can also be linked with fence posts to form force fields.

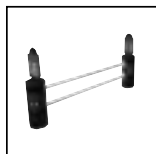
HIT POINTS	Low	TAEON COST	Med
POWER NEEDED	High	COMMAND COST	1



CAMERA TOWER

Camer Towers are small stationary structures that provide a wide line of sight in the area in which they are placed. They require power and a functional Command Center to operate. These also can be linked to form force fields.

HIT POINTS	Low	TAEON COST	Low
POWER NEEDED	Low	COMMAND COST	1



FENCE POST

A cheap, quick, yet effective base defense post. When these posts are built in alignment, they can form an impassible force field.

HIT POINTS	Low	TAEON COST	Med
POWER NEEDED	Low	COMMAND COST	1



SKY SWEEPER

The last word in anti-air base defense. The Sky Sweeper can make short work of most air units. These can also be linked with fence posts to form force fields.

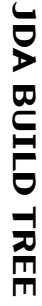
HIT POINTS	Low	TAEON COST	Low
POWER NEEDED	Med	COMMAND COST	1



JUGGERNAUT FACTORY

This is the facility from which the Sprawlers crank out Juggernauts, the explosive super-weapon they stole from the JDA. This building is very expensive and takes a long time to construct.

HIT POINTS	High	TAEON COST	High
POWER NEEDED	V.High	COMMAND COST	1





CUSTOMER SUPPORT

UNIT EFFECTIVENESS CHART

This chart will help you to determine which units are most effective in different situations. It shows how effective each attack unit is versus vehicles, infantry, air units, and structures.

None = Can't damage this type; Low = Slightly effective; Med = Moderately effective; High = Very effective

JDA	Vehicles	Infantry	Air	Structure	Command Cost
Sentinel Gun	Medium	High	None	Medium	1
Defense Tower	High	High	None	High	1
Lightning Tower	None	None	High	None	1
Guardian	Low	Low	None	Low	2
Enforcer	Low	Medium	Low	Low	2
Castigar	High	Low	Low	Medium	2
Watchman	None	None	High	None	3
Blackstar	Medium	Medium	High	Medium	3
Striker	High	High	None	High	3
Rover	Medium	Medium	None	Medium	3
Bulldog	Medium	High	None	Medium	3
Growler	High	Medium	None	High	3
Mastiff	High	High	None	High	3
Patrol Cruiser	High	High	Medium	Medium	3
Dreadnaught	Medium	Medium	None	Medium	3
Sky Fortress	High	High	None	High	4

Sprawlers	Vehicles	Infantry	Air	Structure	
Gun Post	Medium	High	Medium	Medium	1
Ravager Turret	High	High	None	High	1
Sky Sweeper	None	None	High	None	1
Rumbler	Low	Medium	None	Low	2
Fiend	High	Medium	Medium	Low	2
Banshee	Medium	High	None	Medium	2
Skulk	Low	High	None	None	2
Judas	High	Low	Low	Medium	2
GoGo	Low	Low	High	Low	3
Scorpion Tank	High	Medium	None	High	3
Thunder Cannon	High	High	None	High	3
Vulture	Medium	Medium	Medium	Low	3
Hydrofoil	High	High	Medium	Medium	3
Leviathan	Medium	Medium	None	Medium	3
Juggernaut	High	High	None	High	4

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